

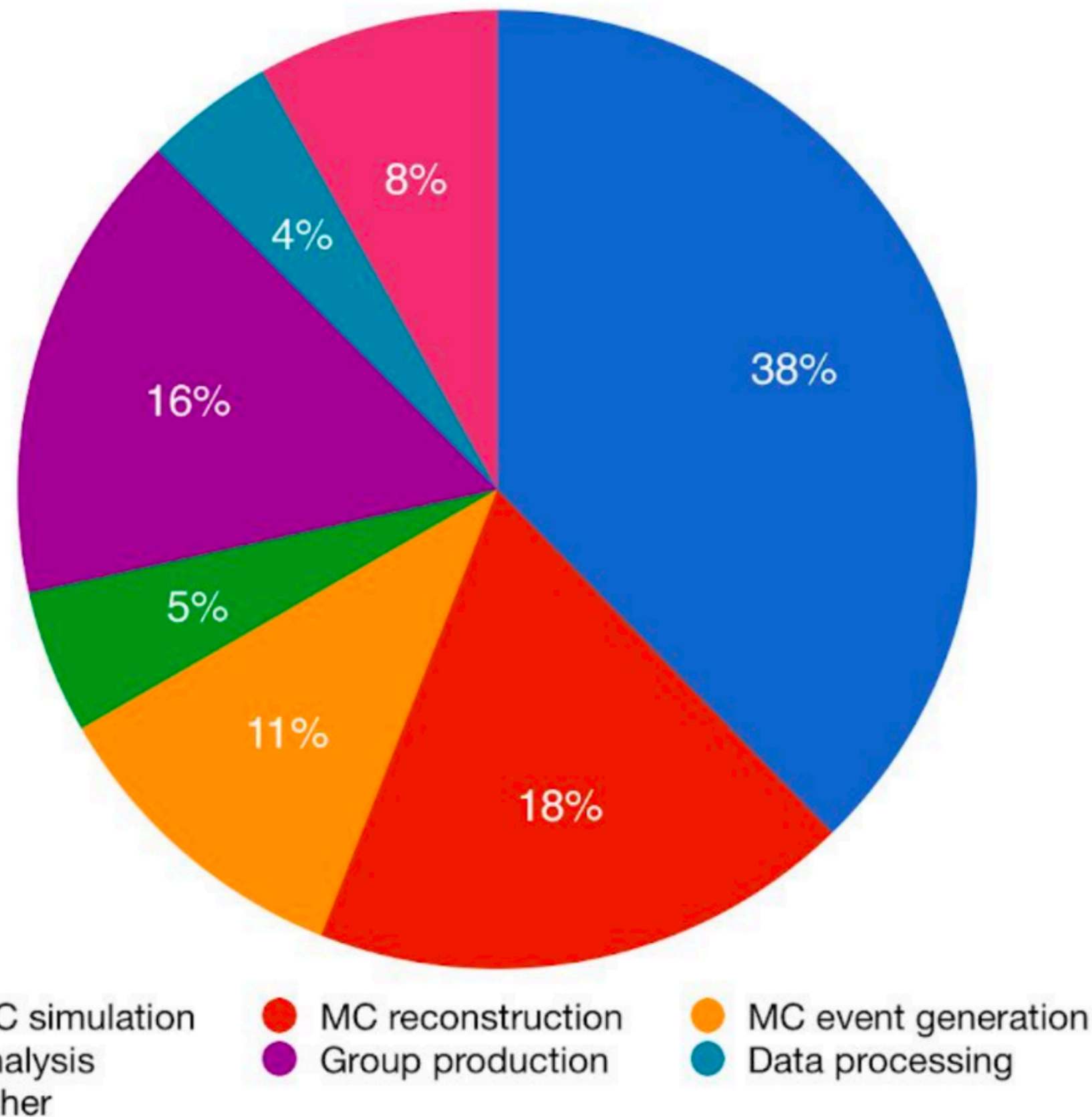
# Generative Models for Fast Simulation of Electromagnetic and Hadronic Showers in Highly Granular Calorimeters

## ML4Jets 2022

Erik Buhmann, **Sascha Diefenbacher**, Engin Eren, Frank Gaede, Daniel Hundhausen,  
Gregor Kasieczka, William Korcari, Anatolii Korol, Claudius Krause, Katja Krüger,  
Peter McKeown, Lennart Rustige, Imahn Shekhzadeh, David Shih

[sascha.daniel.diefenbacher@uni-hamburg.de](mailto:sascha.daniel.diefenbacher@uni-hamburg.de)

# Generative Simulation



- MC simulation large part of computing
- Speed up:
  - Train ML model on small dataset
  - Draw majority of samples form ML model
    - ➔ Amplify original data set
    - ➔ Significantly faster

Catmore et. al. **ATLAS HL-LHC Computing Conceptual Design Report**,  
CERN-LHCC-2020-015 ; LHCC-G-178

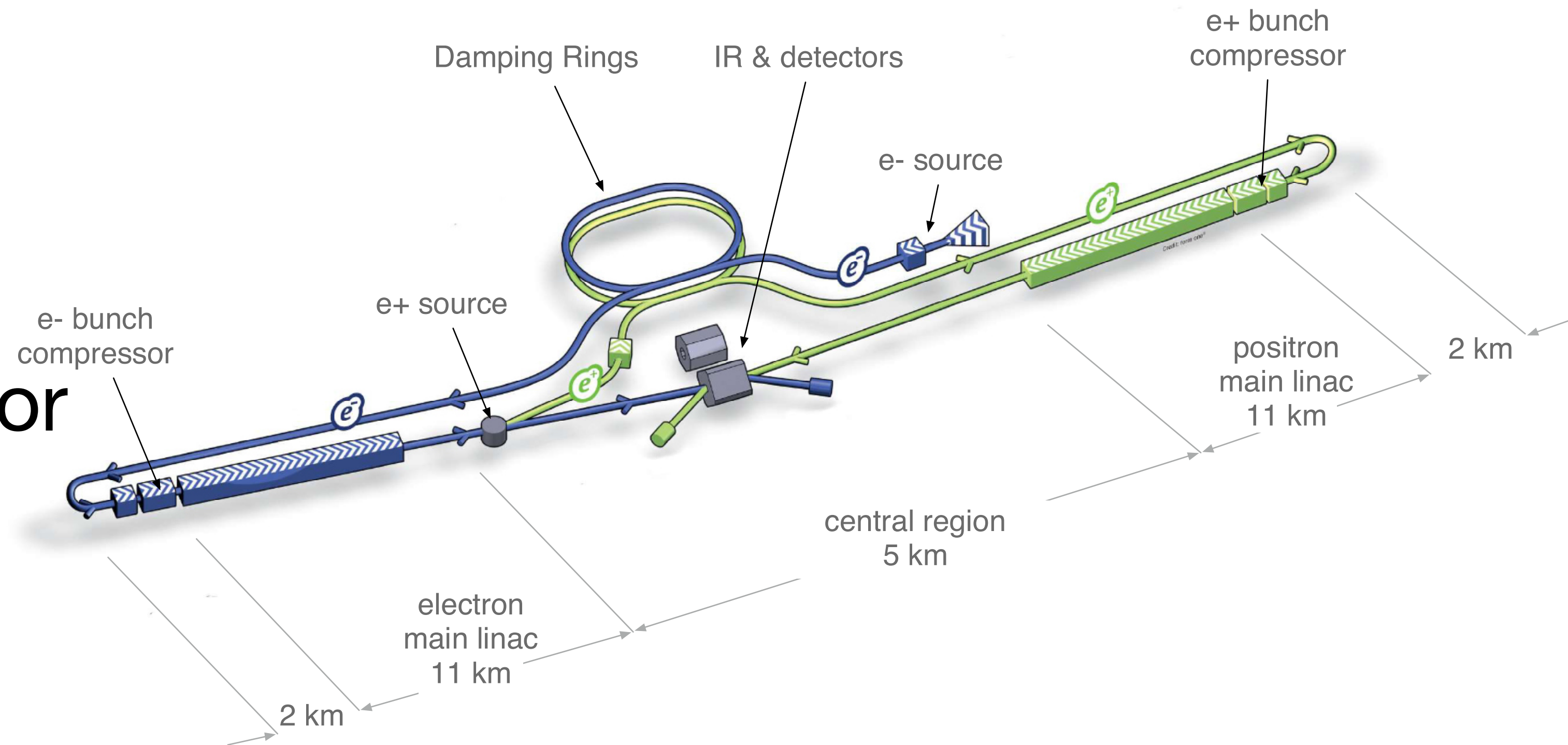


Butter et al.: **Amplifying Statistics using Generative Models**: NeurIPS ML4PS  
2020, [2008.06545](https://arxiv.org/abs/2008.06545)

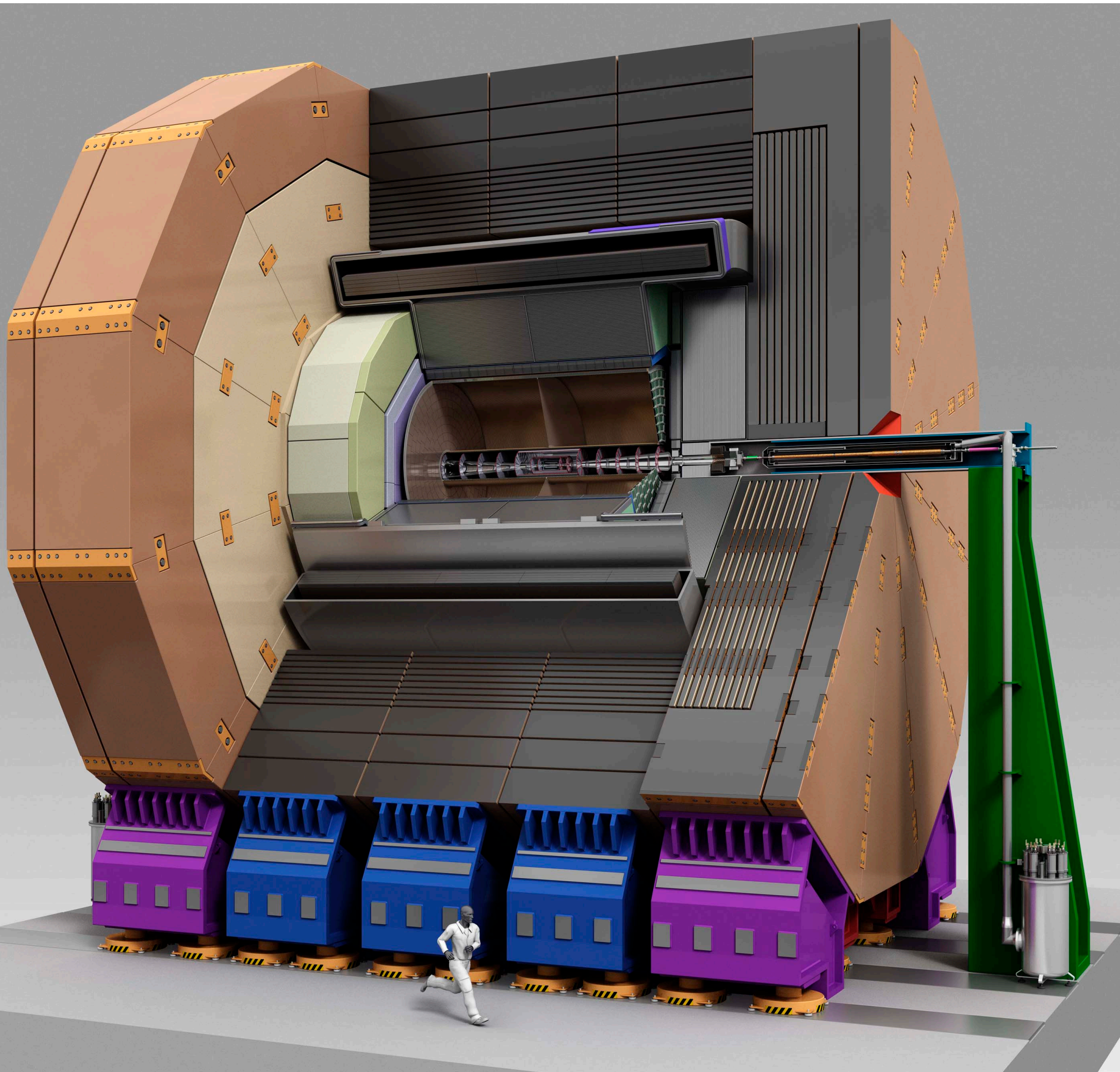


# International Linear Collider

- Proposed linear lepton collider
- Designed for precision EW and Higgs measurements
- Dual detector setup
  - International Large Detector
  - Silicon Detector
- Optimised for Particle Flow reconstruction methods



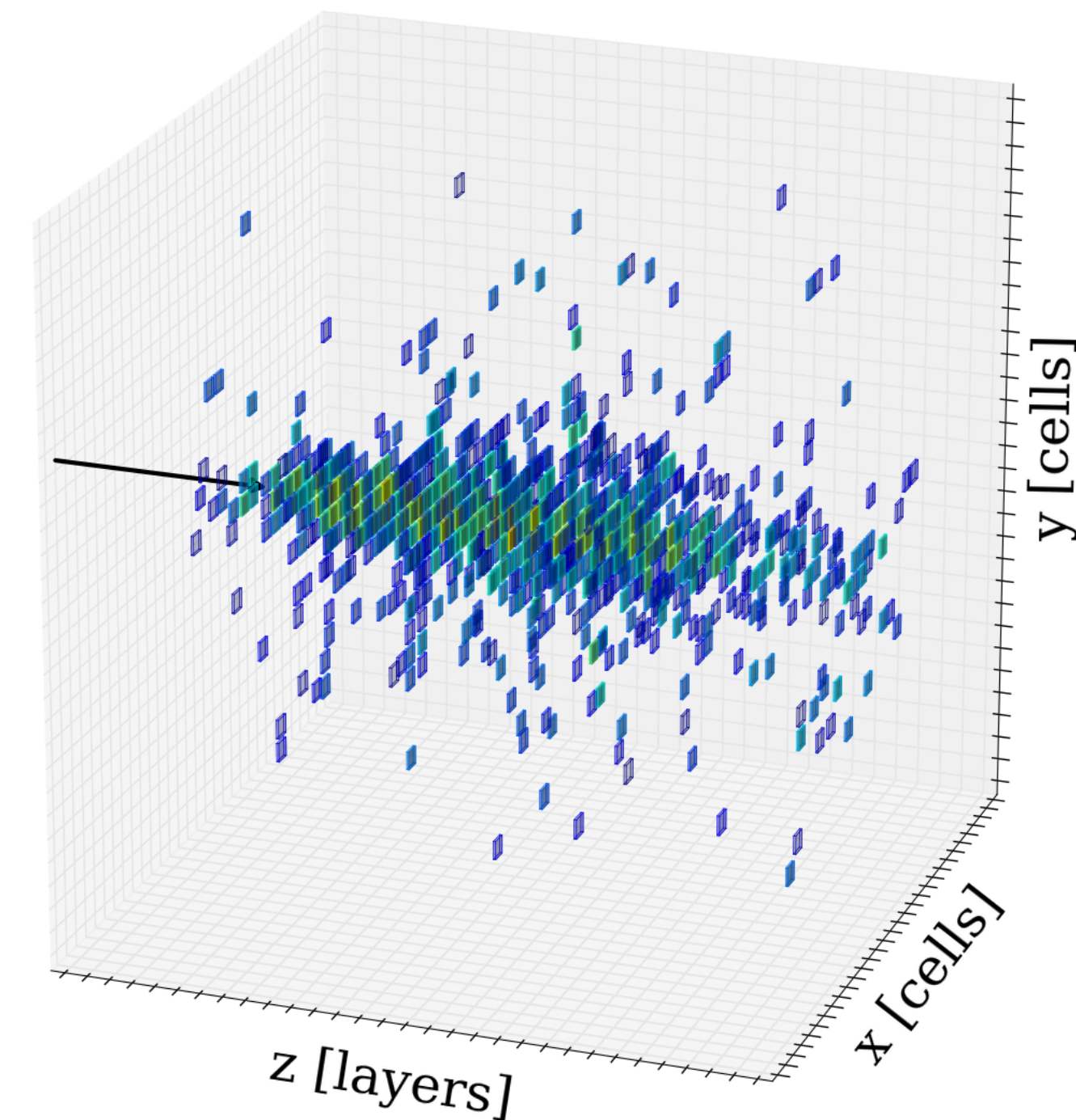
# ILD Calorimeters



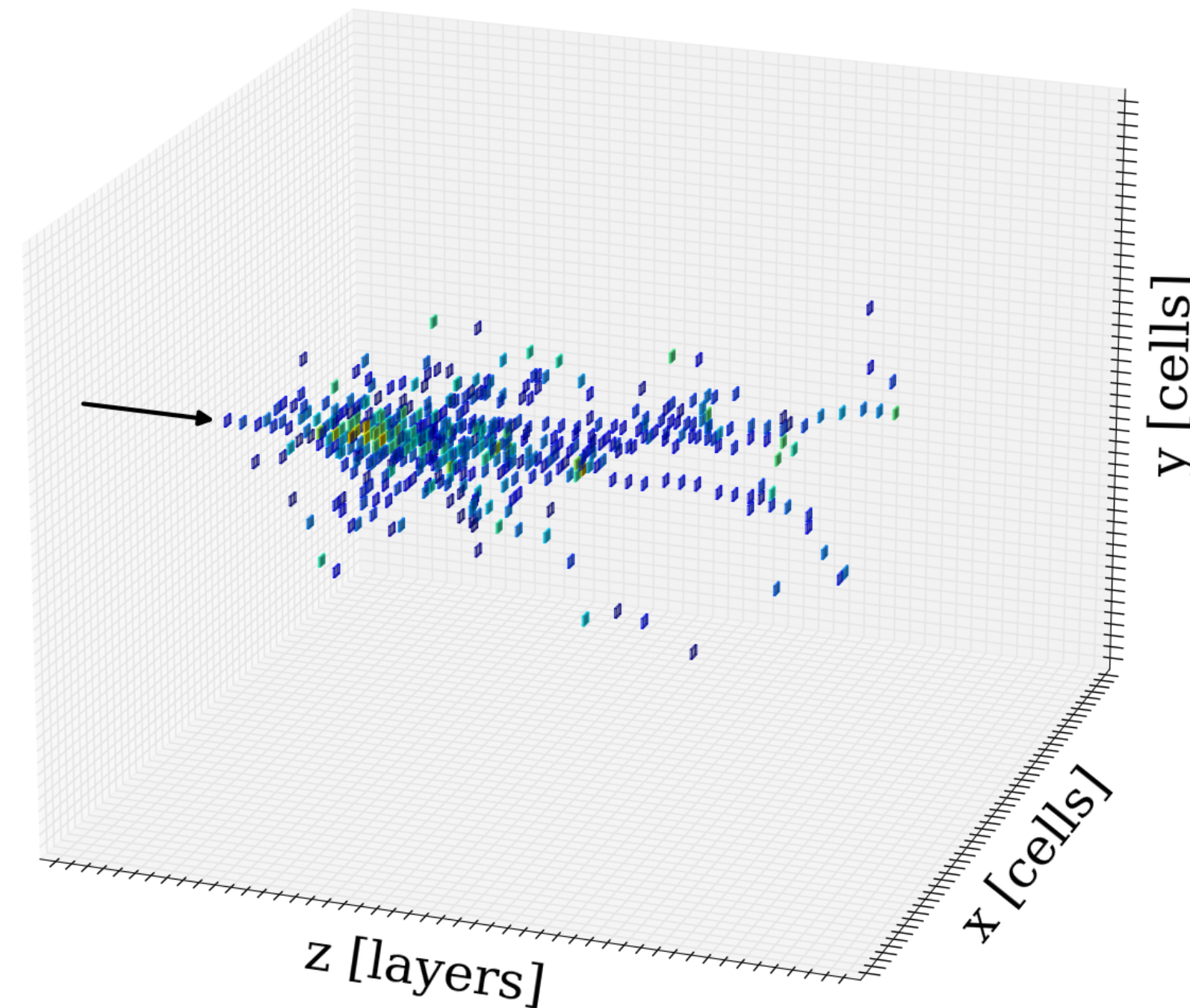
- Particle Flow optimised
  - Requires highly granular calorimeters
- ILD electromagnetic calorimeter
  - Active silicon, passive tungsten
  - 30 layers, 5mm x 5mm cells
- ILD hadronic calorimeter
  - Active scintillator, passive iron
  - 48 layers, 30mm x 30mm cells

# Shower Dataset

## Photon shower



## Charged pion shower



Training data:

- Photons / charged Pions
- 1 million / 500k showers
- 10 to 100 GeV
- Fixed incident point & angle
- Project to grid
- $30 \times 30 \times 30$  /  $25 \times 25 \times 48$

Buhmann et al.: **Getting High: High Fidelity Simulation of High Granularity Calorimeters with High Speed** (2020) [2005.05334](https://arxiv.org/abs/2005.05334)

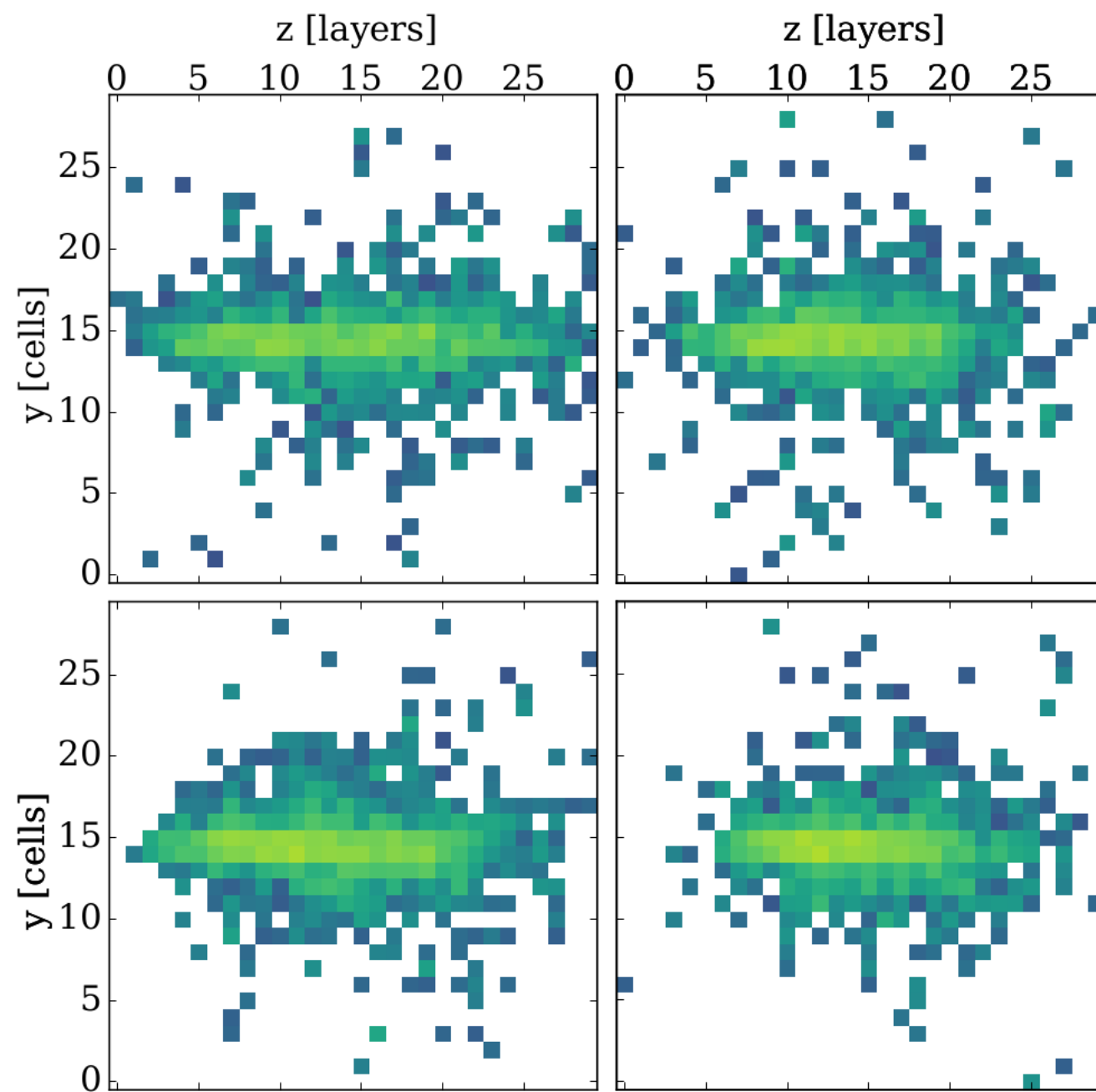


Buhmann et. al. **Hadrons, Better, Faster, Stronger:** (2021) [2112.09709](https://arxiv.org/abs/2112.09709)

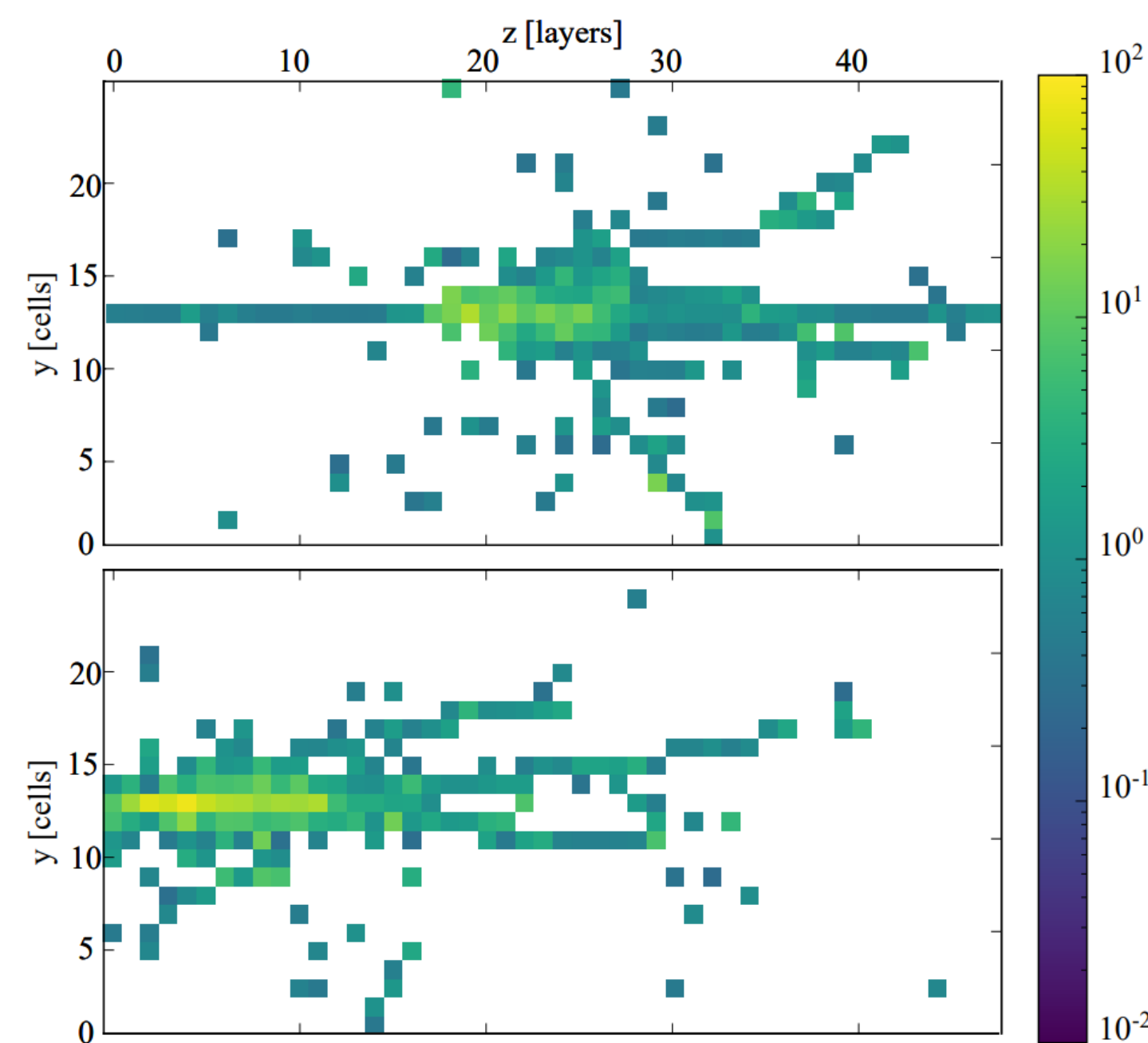


# Shower Dataset

## Photon showers



## Charged pion showers



## Training data:

- Photons / charged Pions
- 1 million / 500k showers
- 10 to 100 GeV
- Fixed incident point & angle
- Project to grid
- $30 \times 30 \times 30 / 25 \times 25 \times 48$

Pion showers significantly more complex

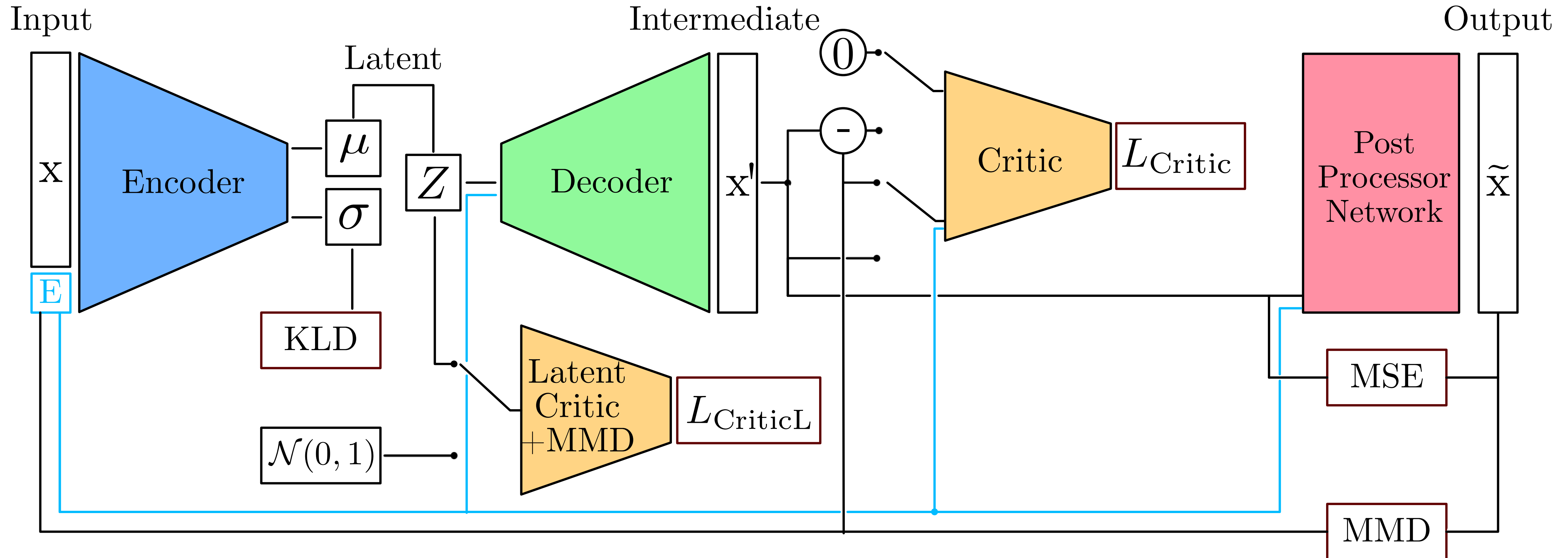
Buhmann et al.: **Getting High: High Fidelity Simulation of High Granularity Calorimeters with High Speed** (2020) [2005.05334](https://arxiv.org/abs/2005.05334)



Buhmann et. al. **Hadrons, Better, Faster, Stronger:** (2021) [2112.09709](https://arxiv.org/abs/2112.09709)



# Bounded Information Bottleneck Autoencoder



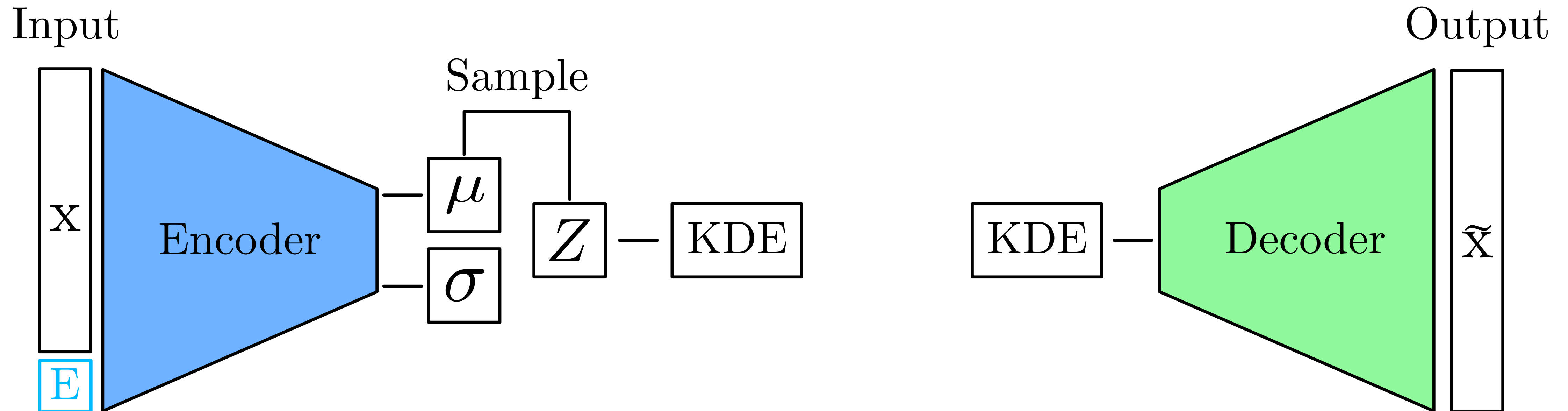
- Combines VAE and GAN approaches
- Final Post Processor network for fine tuning

Slava Voloshynovskiy et al.:  
Information bottleneck through  
variational glasses: [1912.00830](https://arxiv.org/abs/1912.00830)



# Kernel Density Estimation BIB-AE

- Encode real shower images
- Fit KDE to latent space
- Sample latent space from KDE for generation

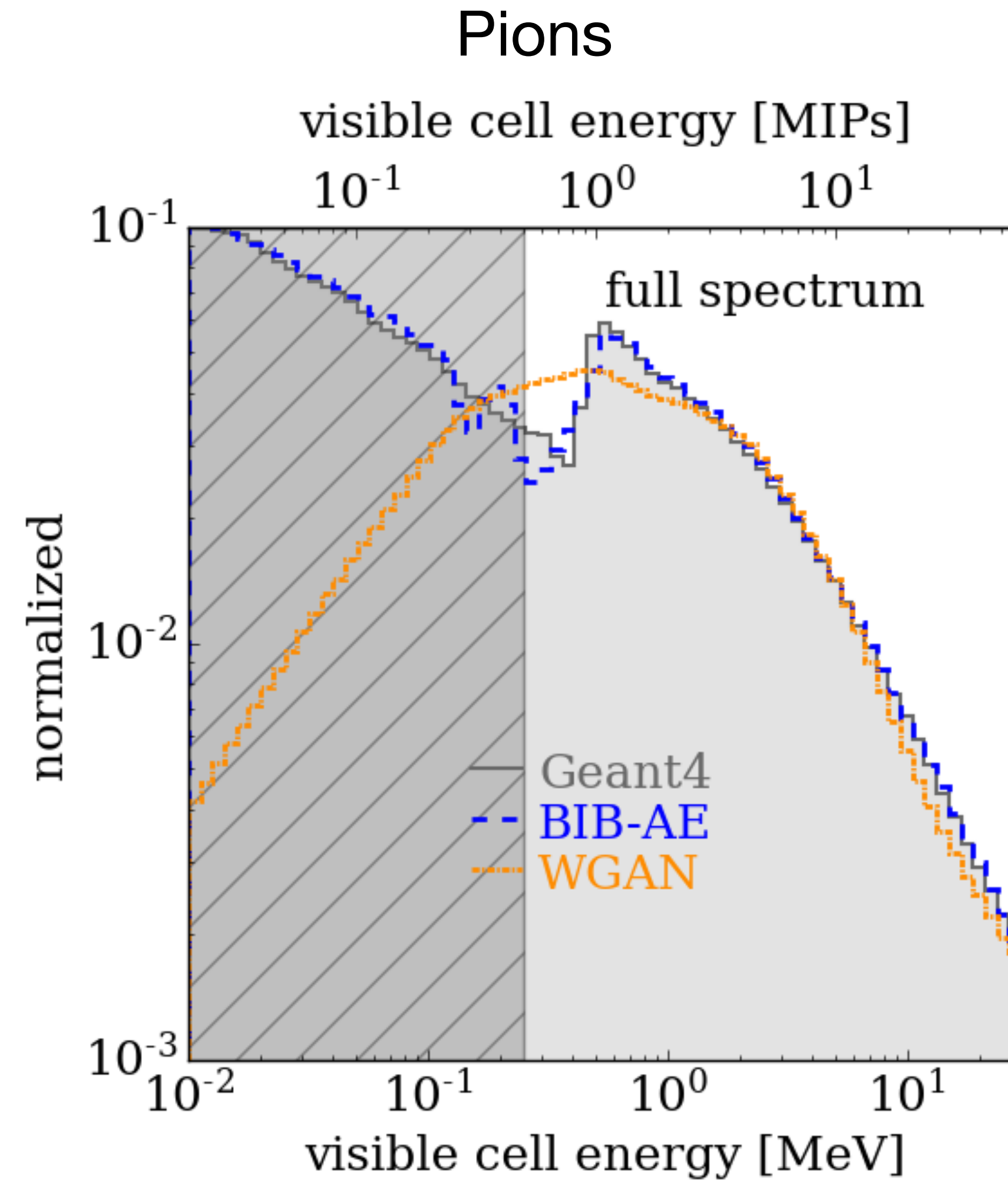
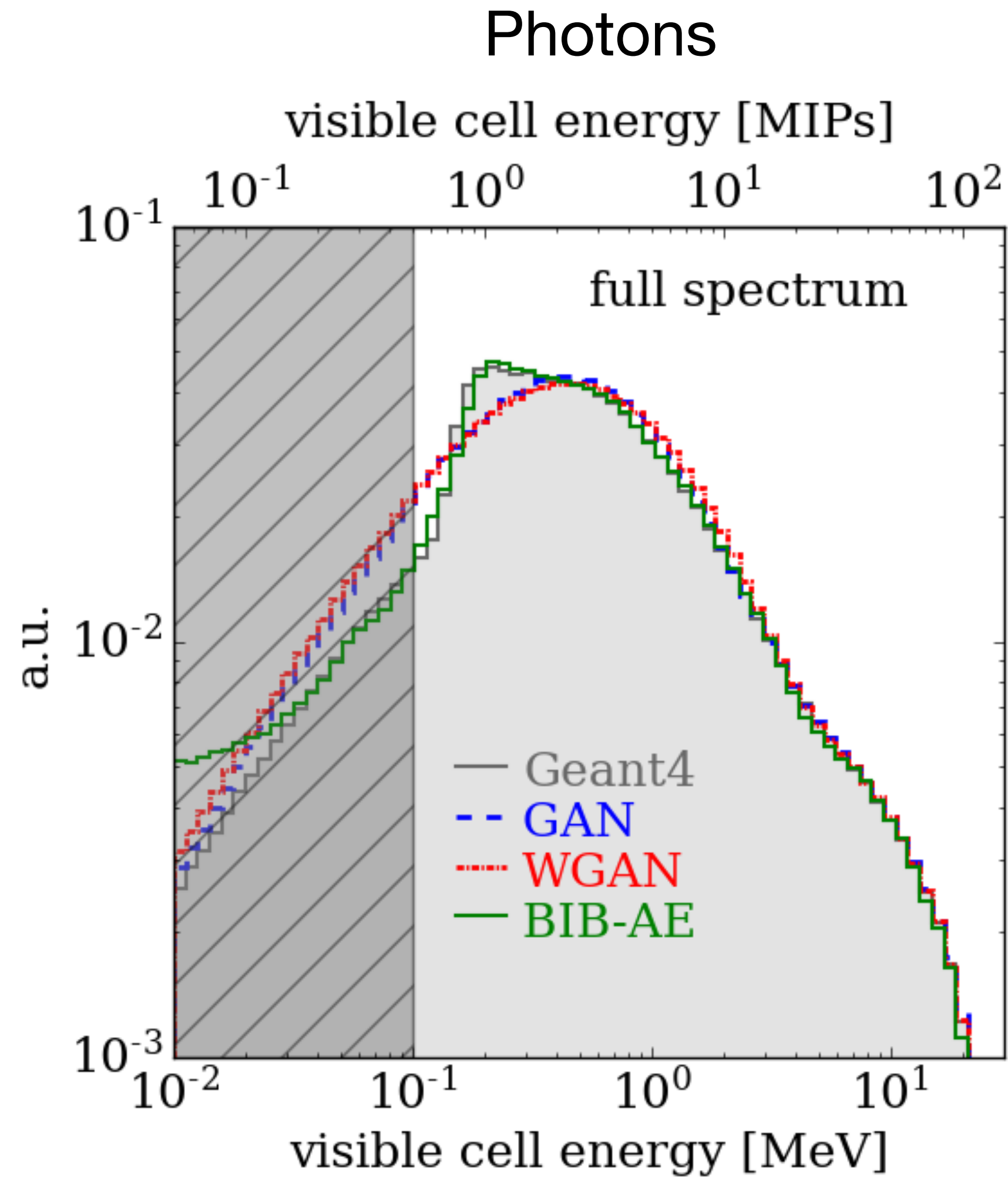


Buhmann et. al. **Decoding Photons: Physics in the Latent Space of a BIB-AE Generative Network:** (2021) [2102.12491](https://arxiv.org/abs/2102.12491)



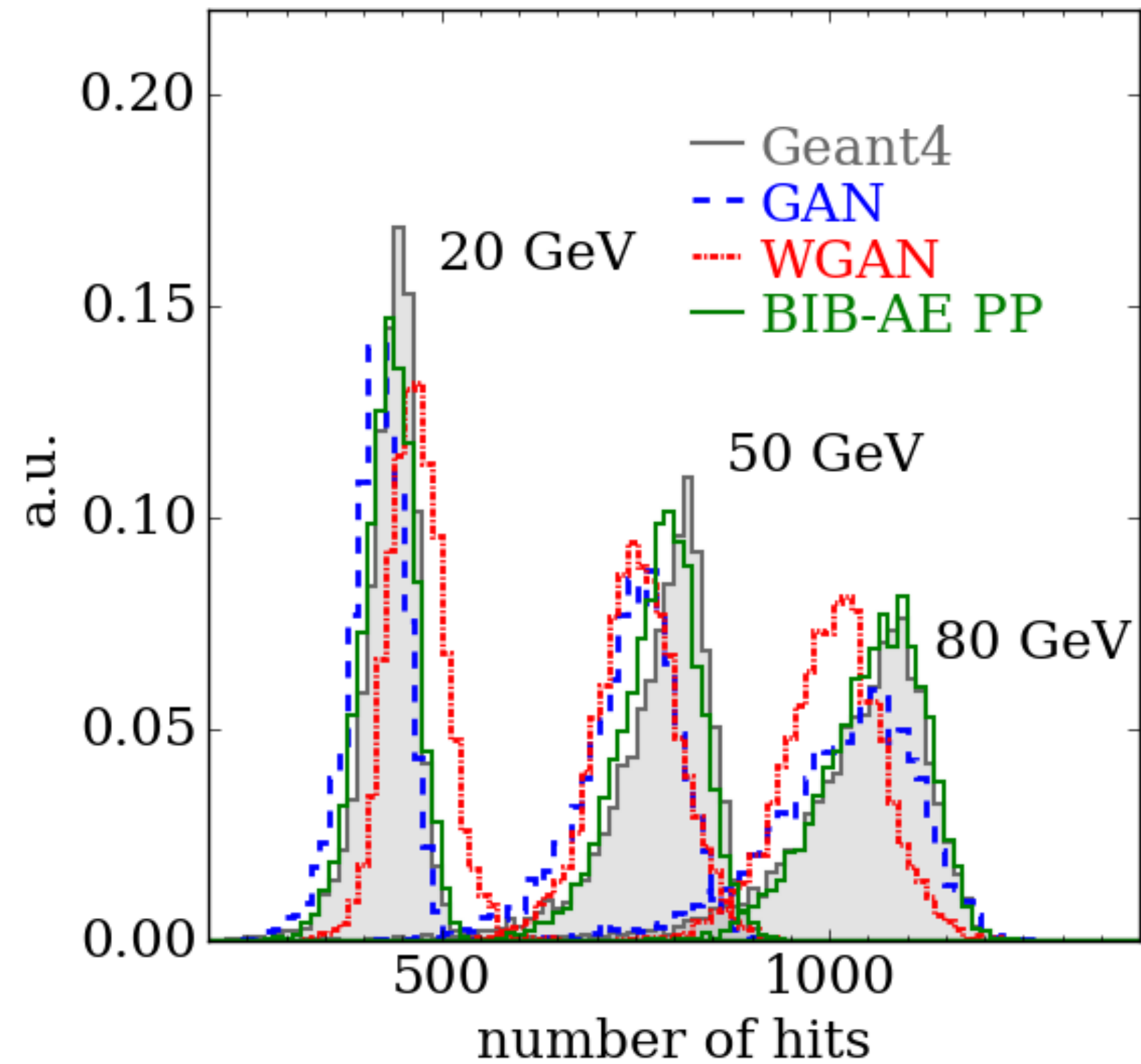


# Cell Energy Spectrum

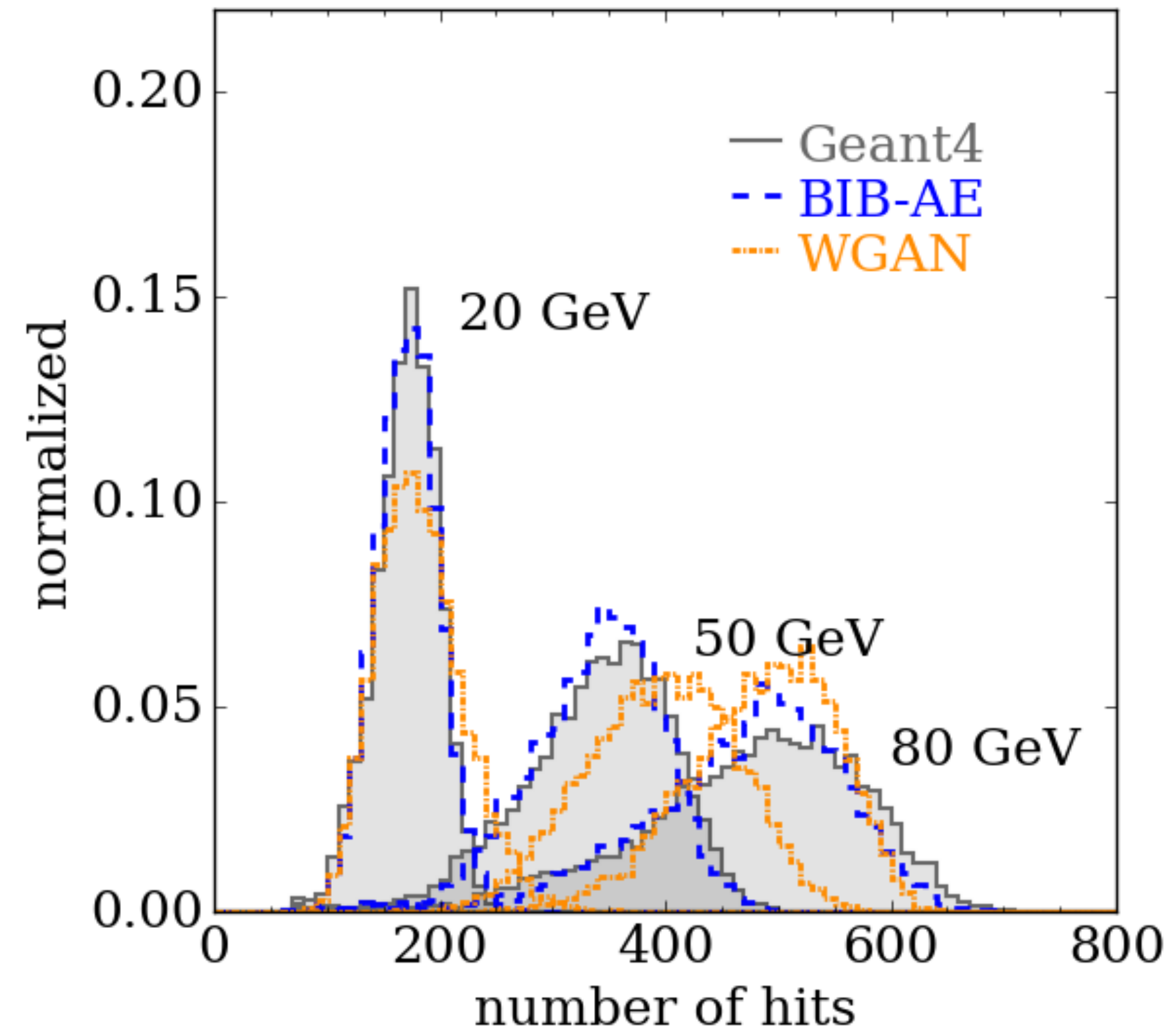


# Number of Hits

Photons

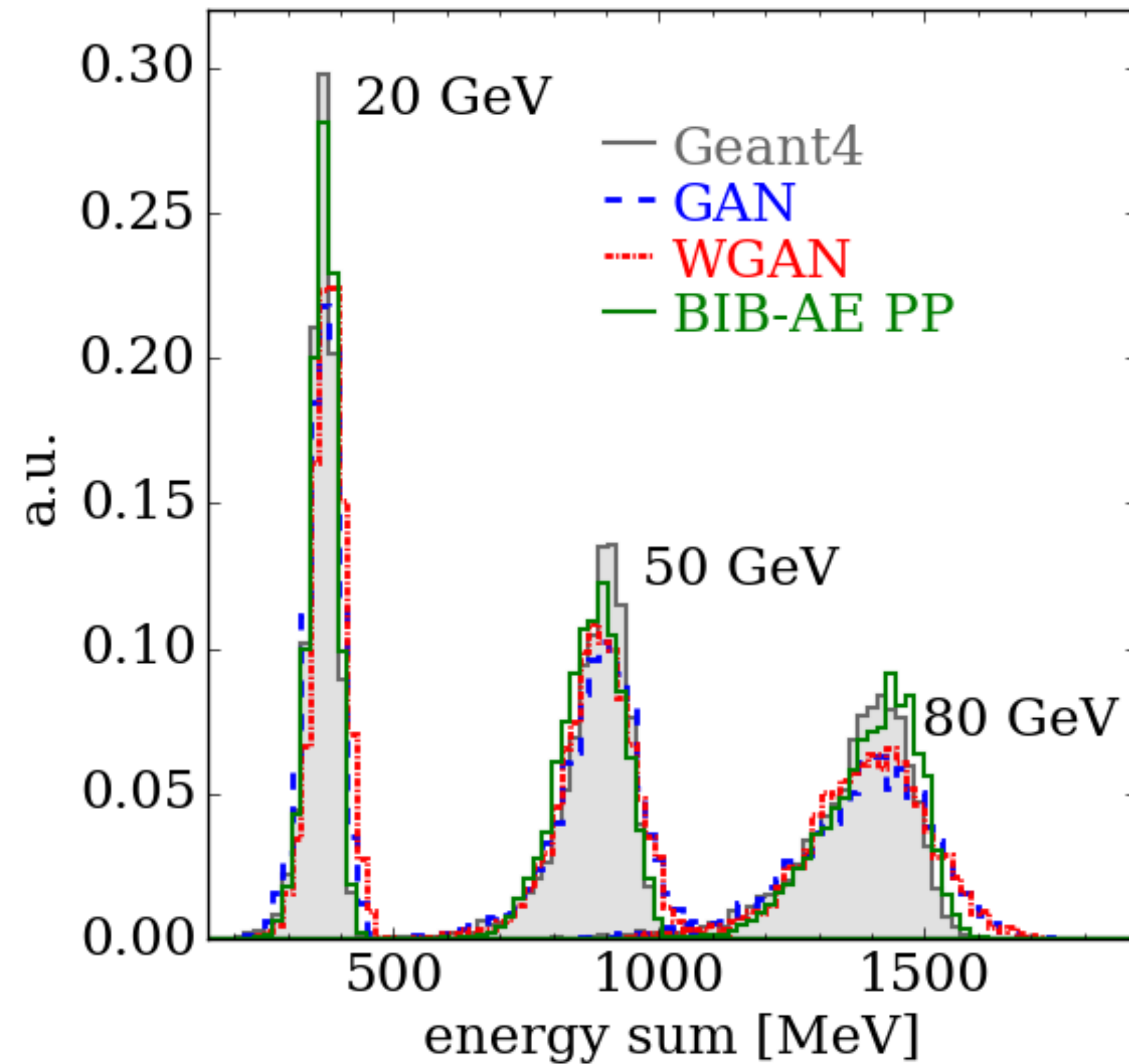


Pions

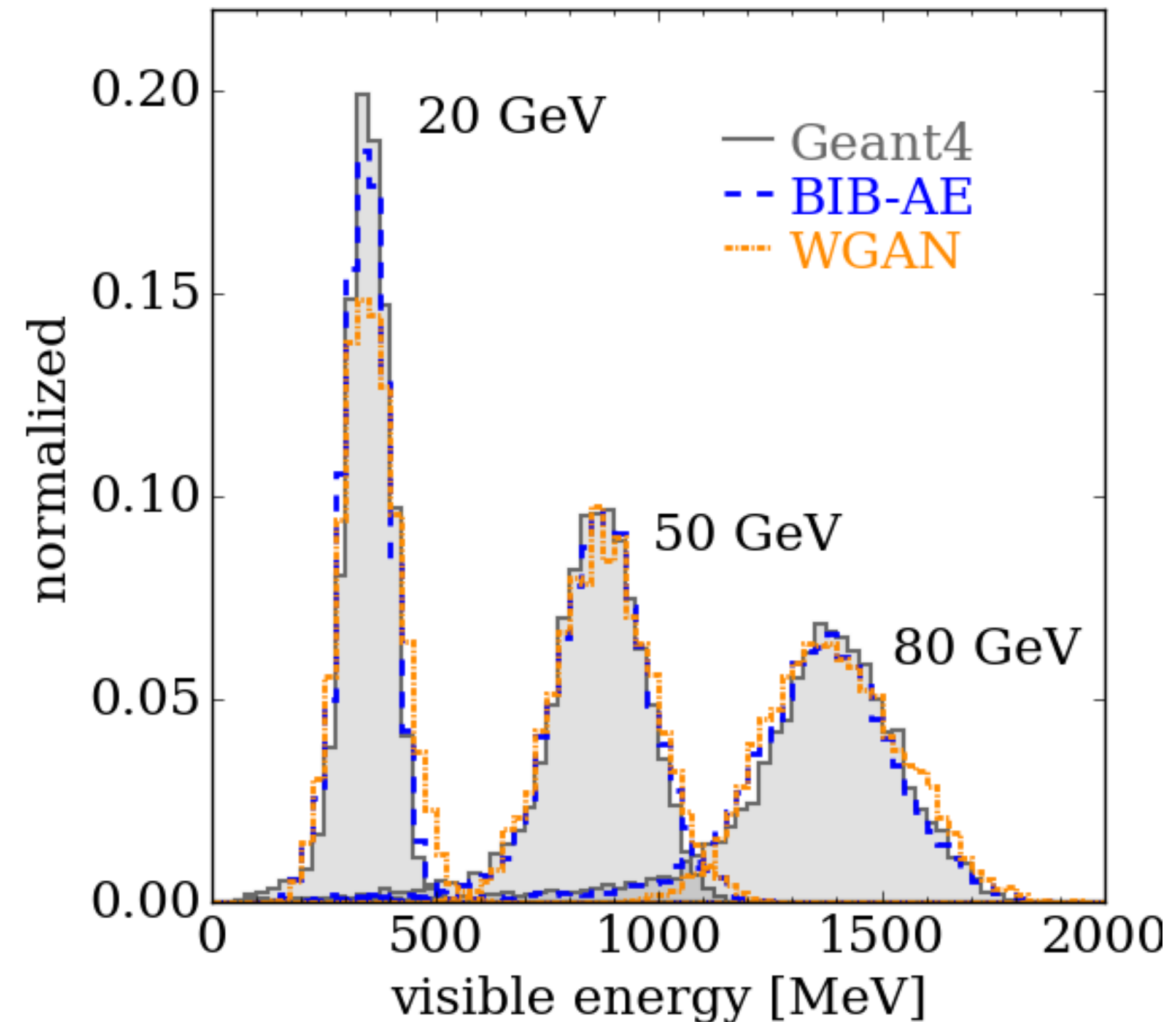


# Visible Energy Sum

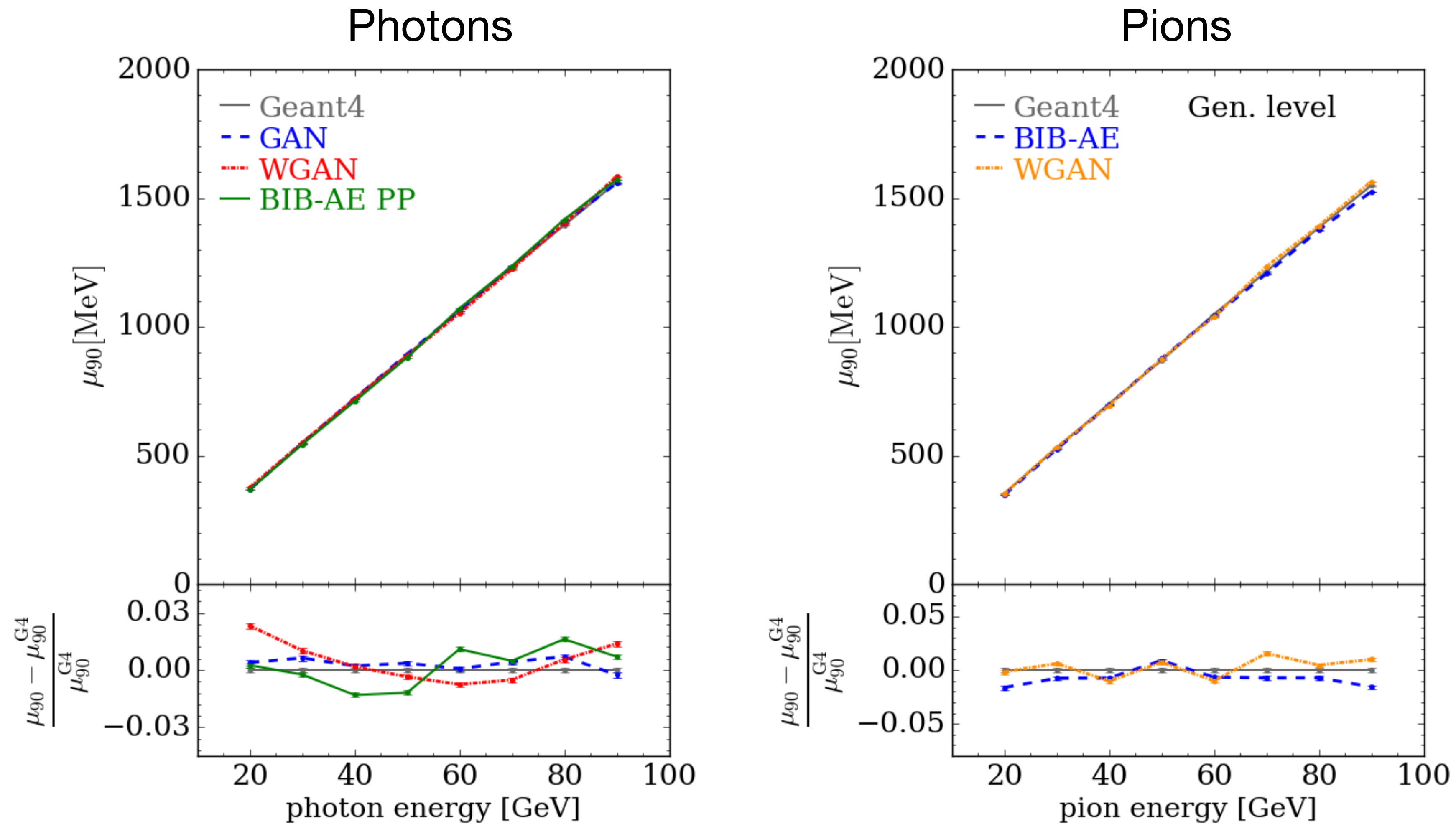
Photons



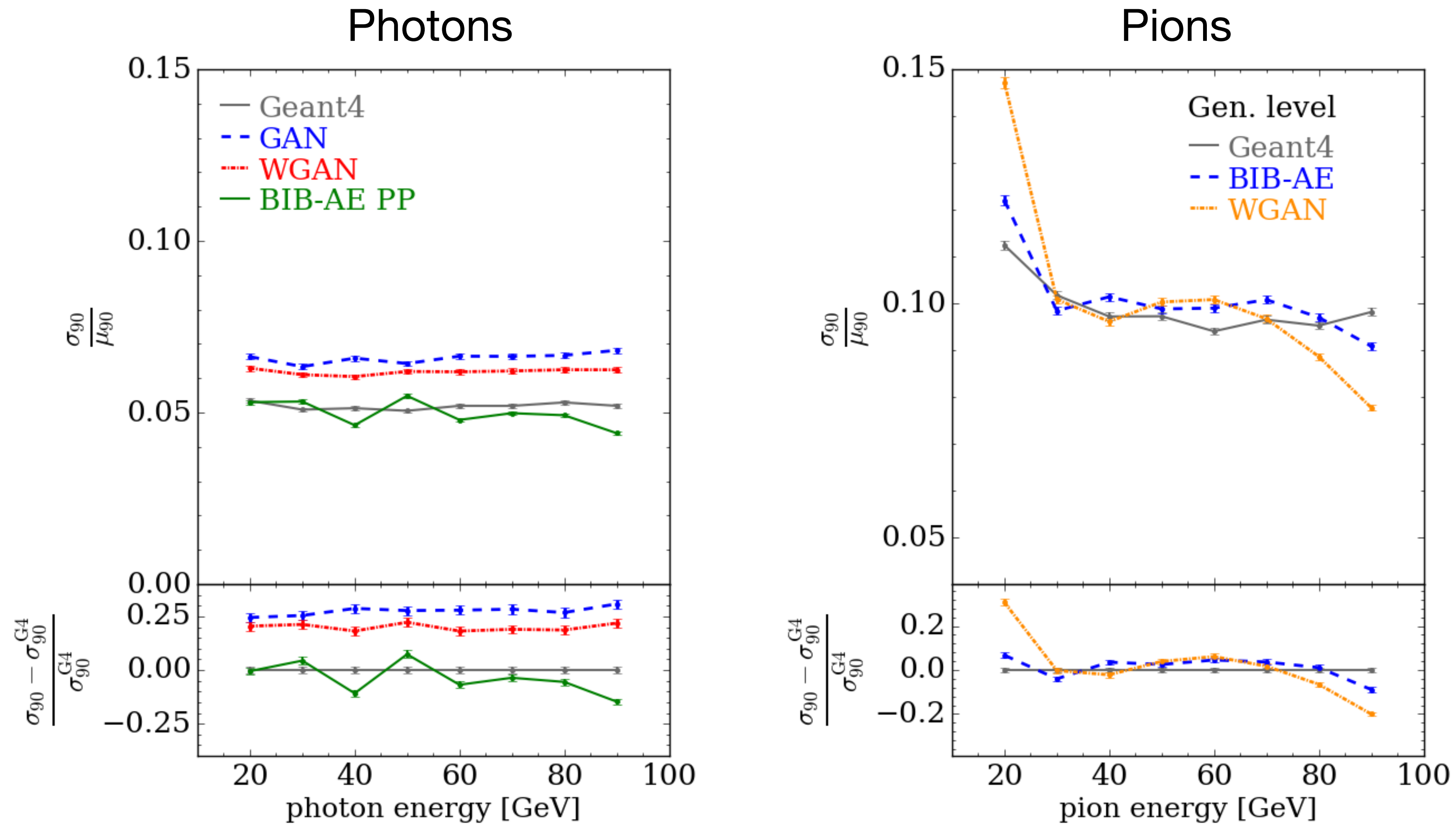
Pions



# Visible Energy Sum (Means)



# Visible Energy Sum (Widths)



# Compute Times

Simulator	Hardware	Photons	Speedup	Pions	Speedup
GEANT4	CPU	4082±170 ms	-	2684±125 ms	-
BIB-AE	CPU	426.3±3.6 ms	x10	350.824±0.574 ms	x8
WGAN	CPU	57.99±0.18 ms	x70	47.923±0.089 ms	x56
BIB-AE	GPU	1.42±0.01 ms	x2874	2.051±0.005	x1309
WGAN	GPU	3.34±0.01 ms	x1256	0.264±0.002	x10167

Times for fastest evaluation batch sizes, GPU times have to be normalised by cost

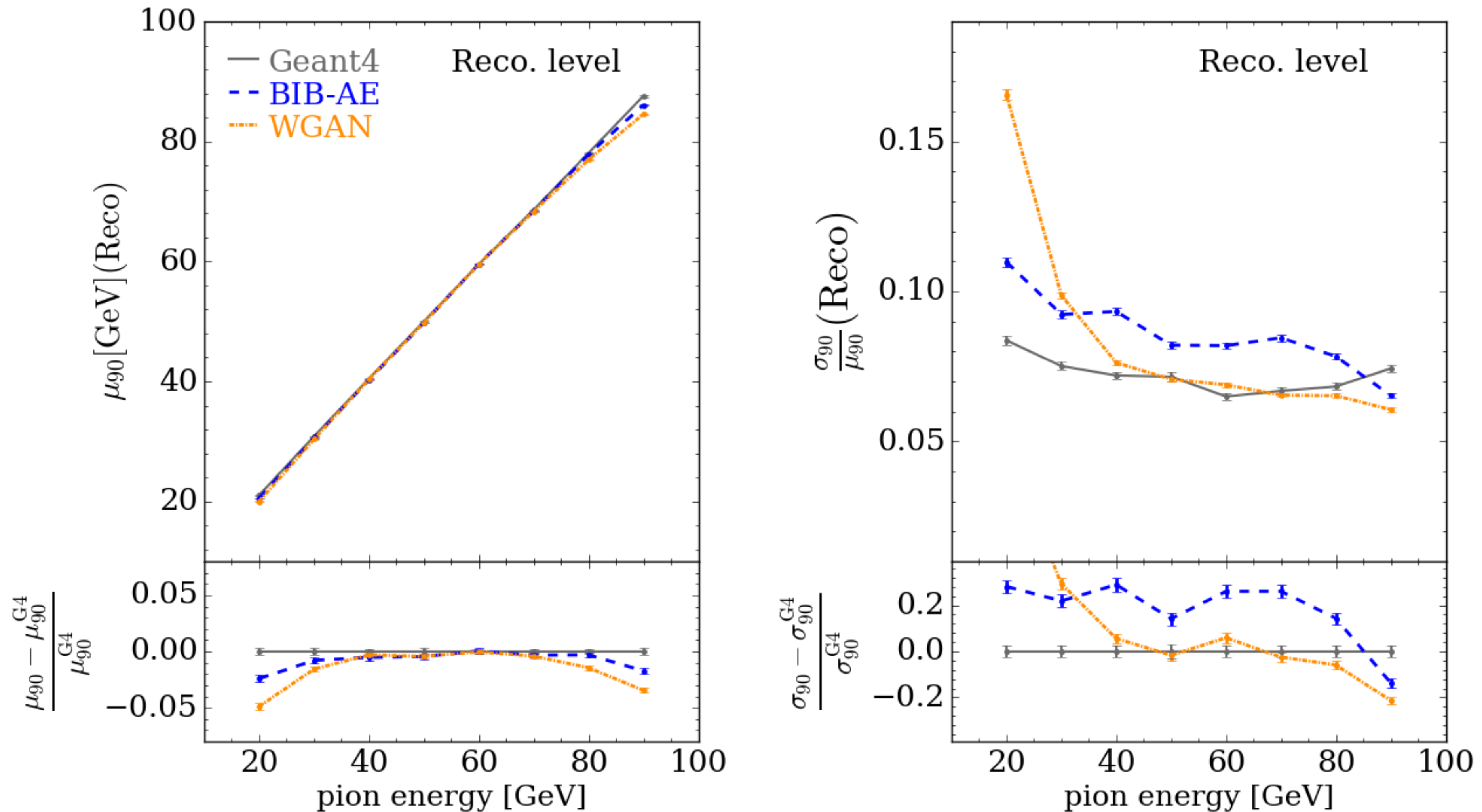
Buhmann et al.: **Getting High: High Fidelity Simulation of High Granularity Calorimeters with High Speed** (2020) [2005.05334](https://arxiv.org/abs/2005.05334)











Buhmann et. al. **Hadrons, Better, Faster, Stronger:** (2021) [2112.09709](https://arxiv.org/abs/2112.09709)



# Pion Reconstruction Results



# Current Status

Shower Type	Generative Simulation	Energy Conditioning	Angle Conditioning	Reconstruction
EM				
Hadronic				

 : Done

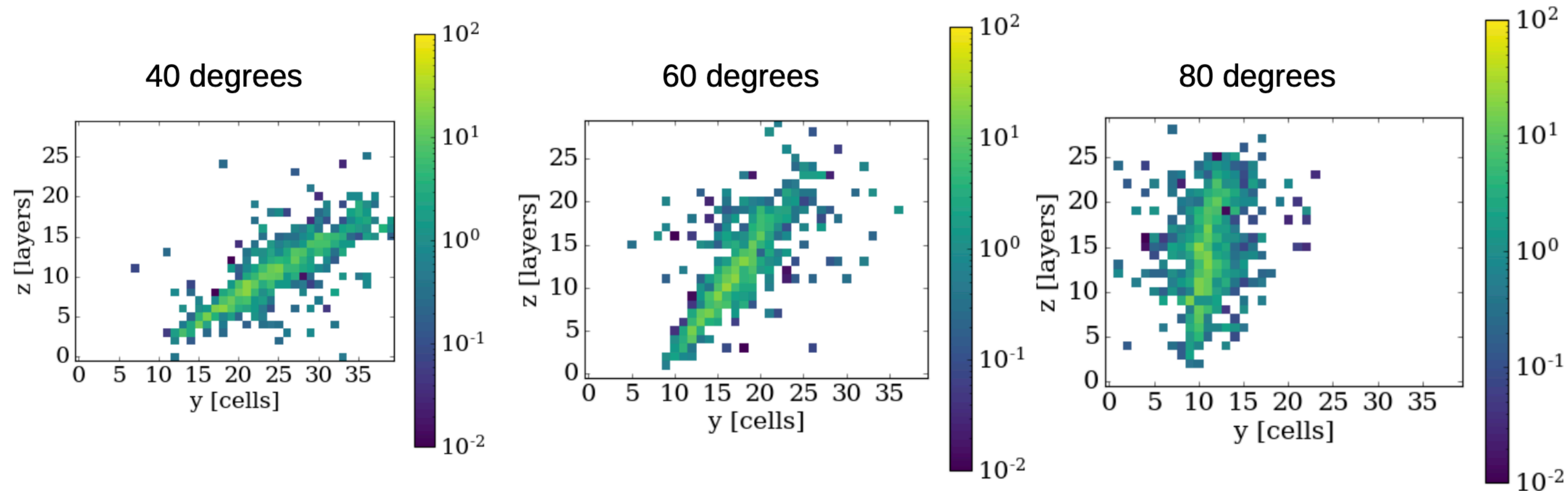
 : In progress

 : To be done

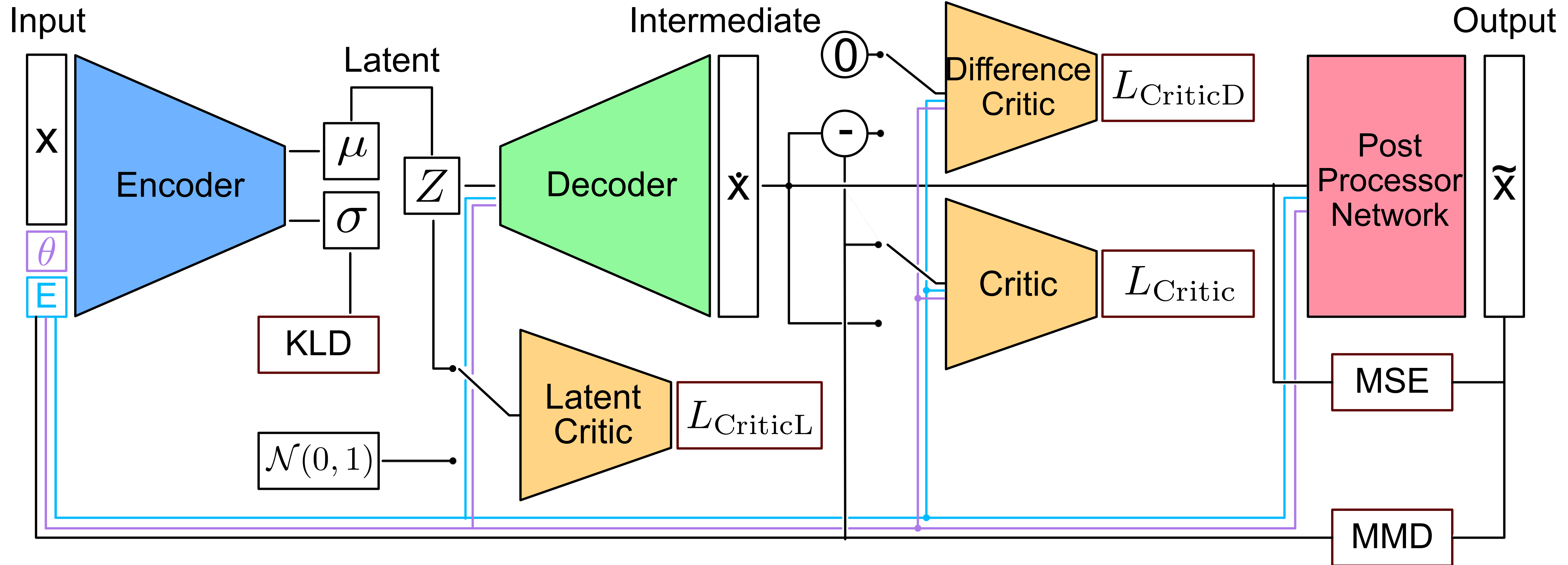


# Angle Conditioning

- Need variable angles for practical application
- Conditioning on both photon shower angle and energy



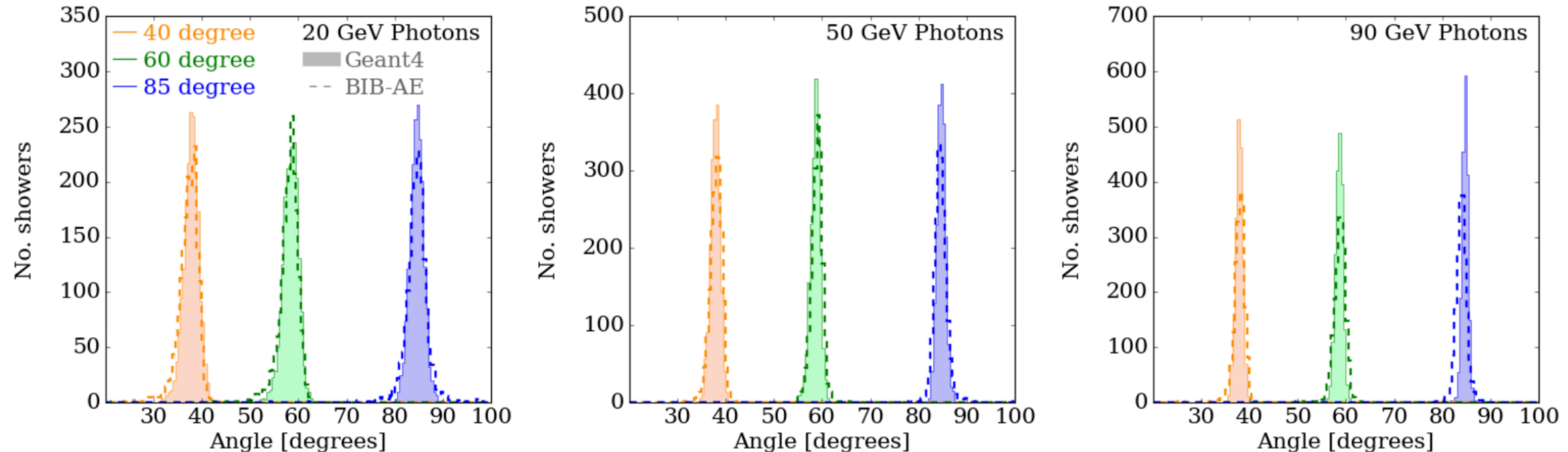
# Angle Conditioning



- Additional angle input to BIB-AE and Post Processor network
- Replace latent KDE with conditional latent flow model

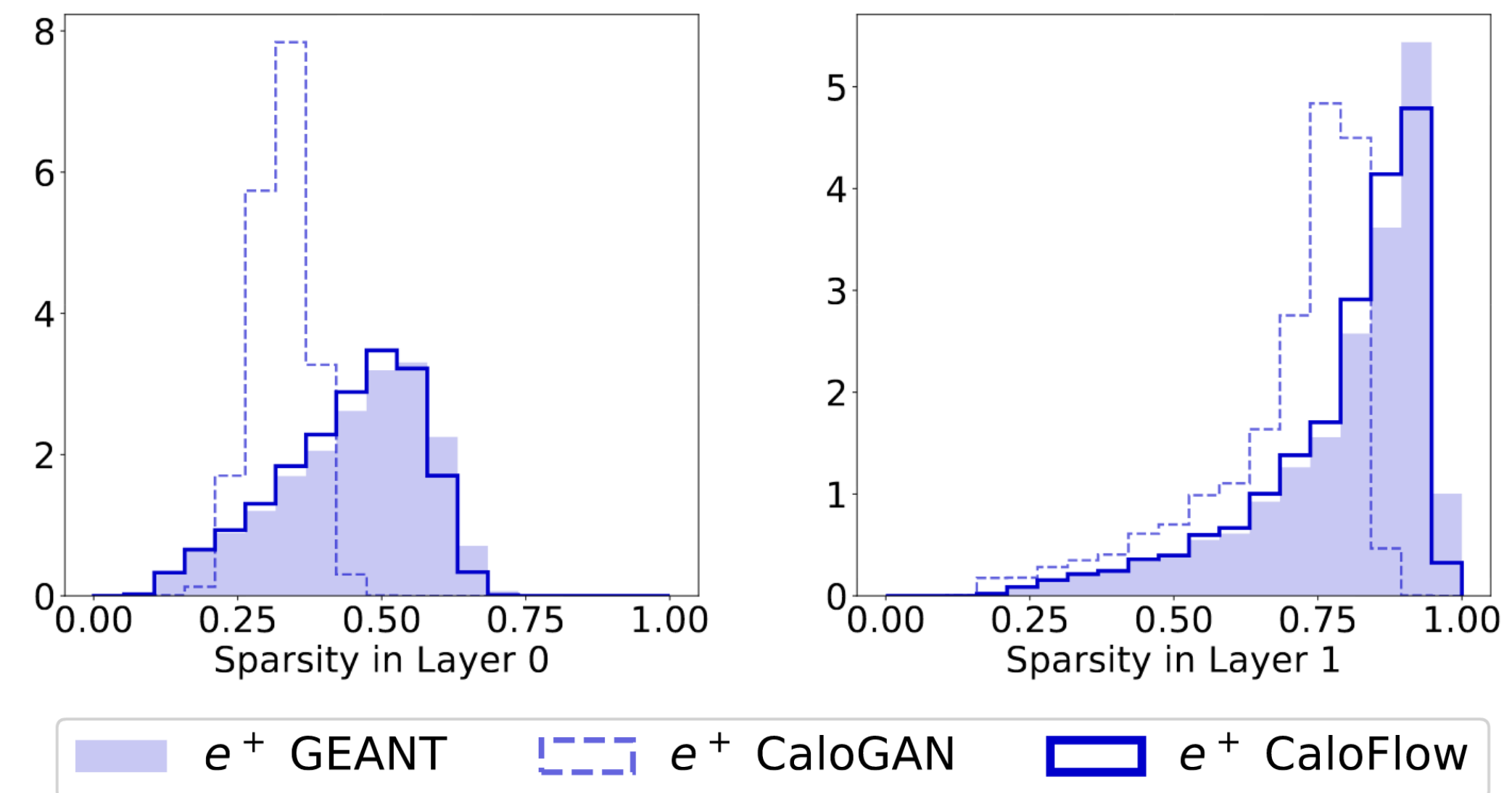
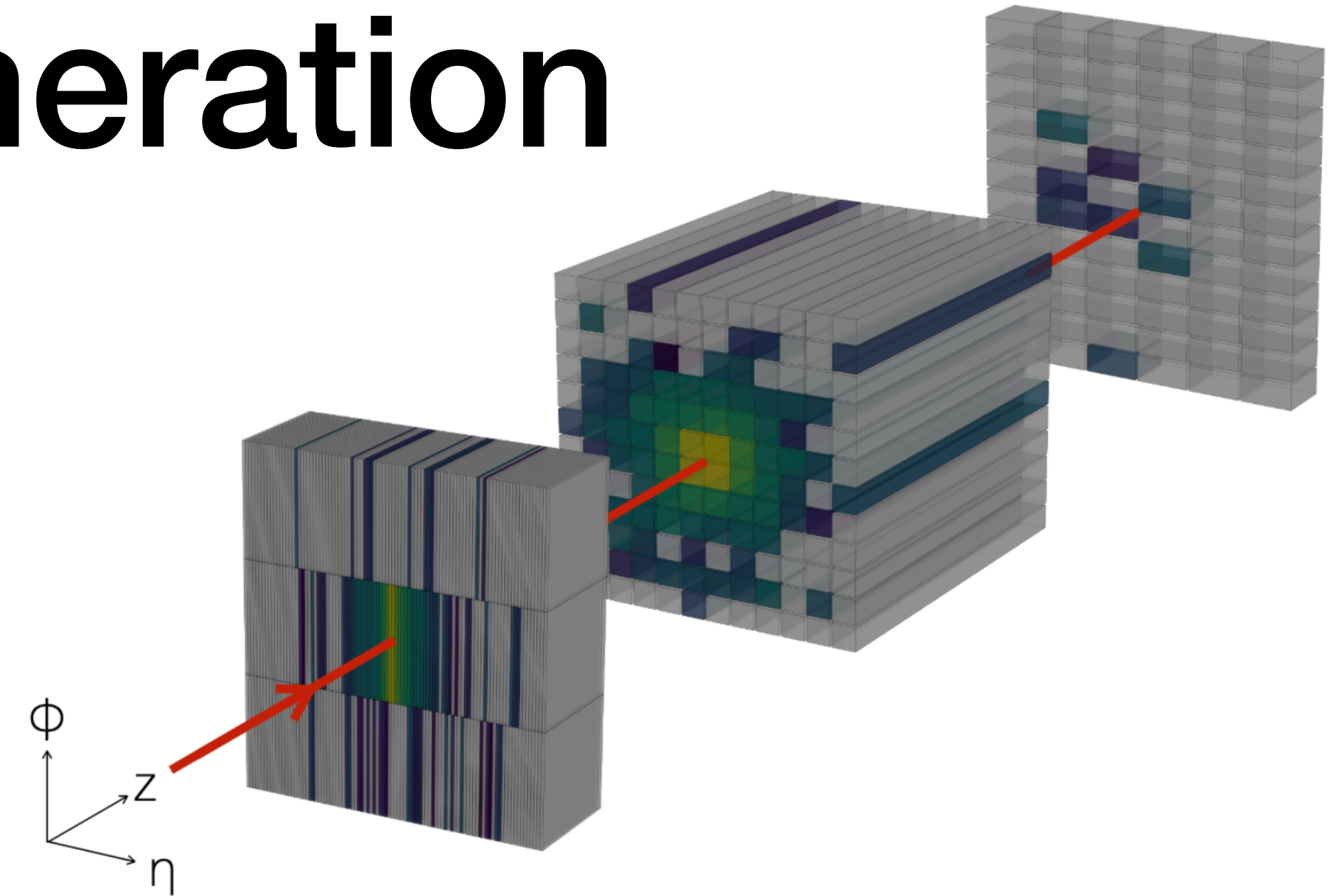
# Angle Conditioning

- Use PCA to reconstruct particle angle from shower
- BIB-AE accurately reproduces variety of angles and energies



# Flow Based Generation

- CaloFlow:
    - Demonstration of flows on CaloGAN data set
    - 3 layers, ~500 dimensions total
    - Significant performance increase going from GAN to flow
- ➔ Test on ILD ECAL data set

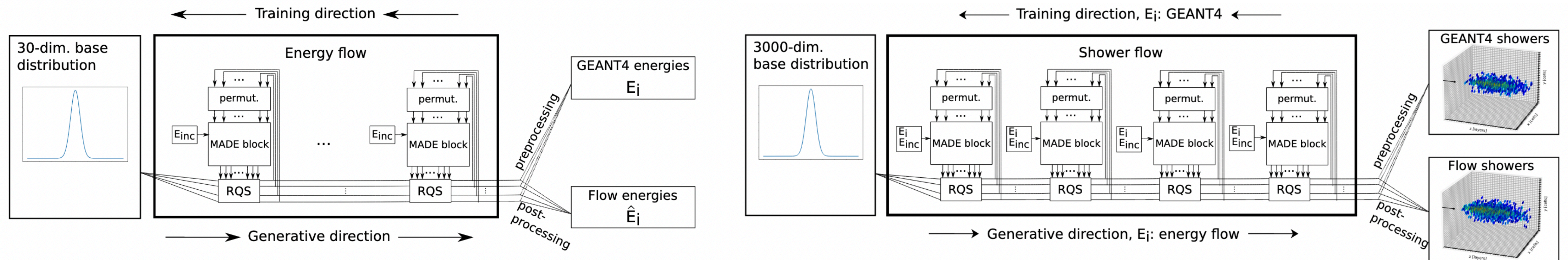


Krause et. al. **CaloFlow: Fast and Accurate Generation of Calorimeter Showers with Normalizing Flows**: (2021) [2106.05285](https://arxiv.org/abs/2106.05285)



# Flow-Based Generation

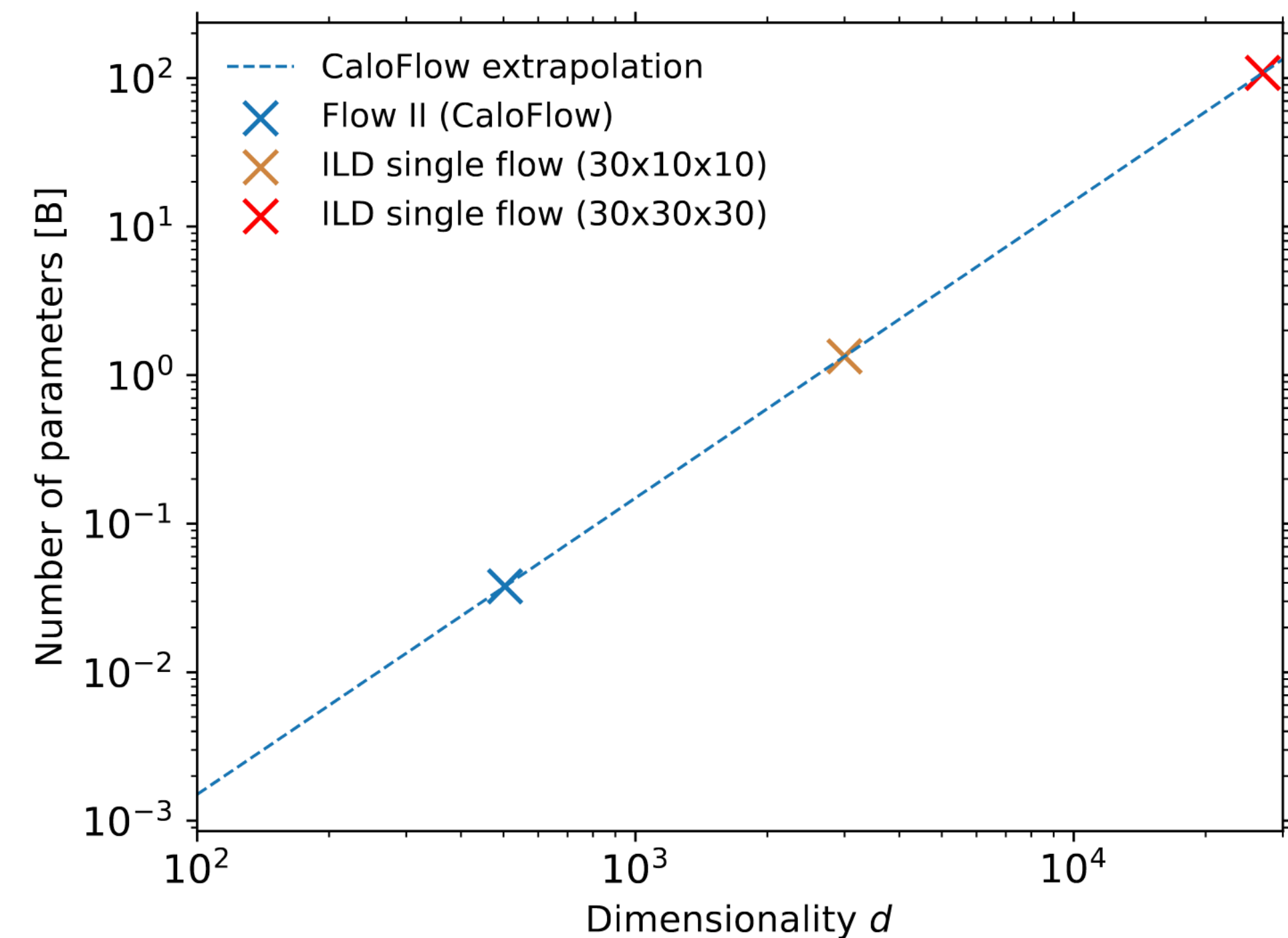
- Two step generation approach:
  - “Layer flow” learns deposited energies per layer
  - “Shower flow” learns energy depositions per ECal cell



- Shower flow conditioned on layer flow output
- Additionally: Generated showers re-scaled using layer flow

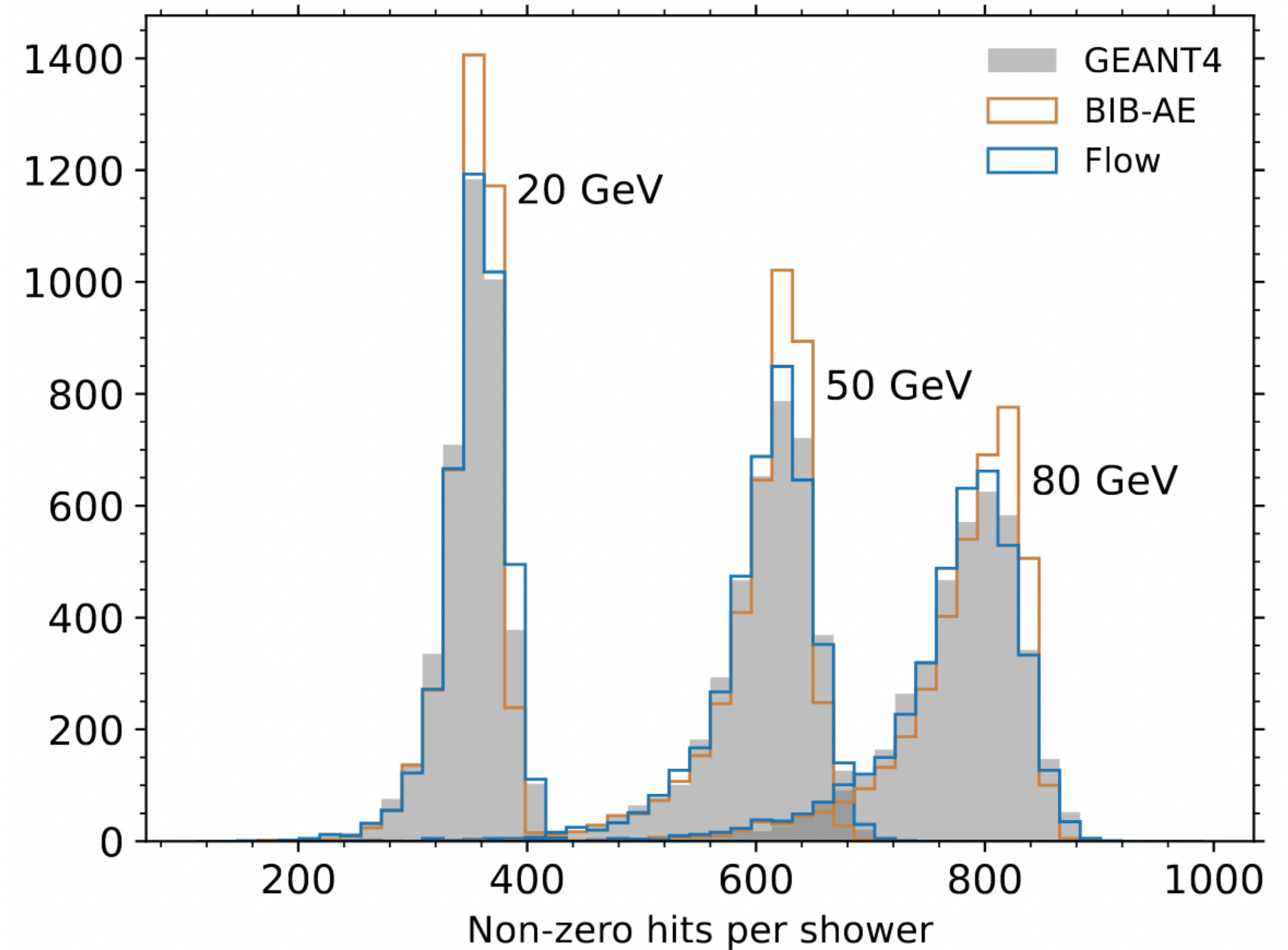
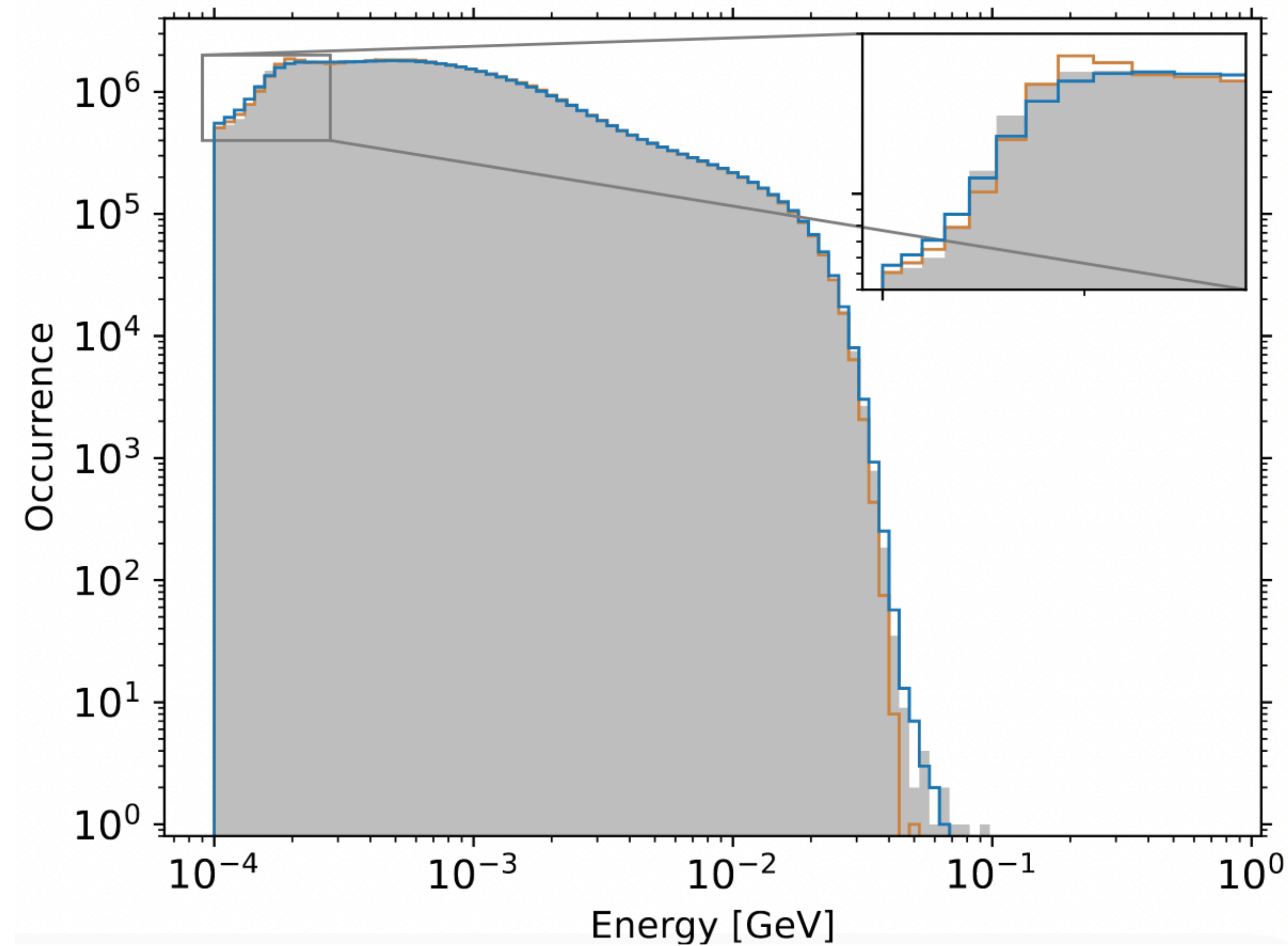
# Number of Parameters

- Shower flow on 30x30x30 too large
- ➔ Focus in central 10x10x30 region
- $O(1,000,000,000)$  parameters
- Still too large for single flow
- ➔ Multiple flows:
  - Each flow conditioned on previous 5 layers
  - Reduced overall model size

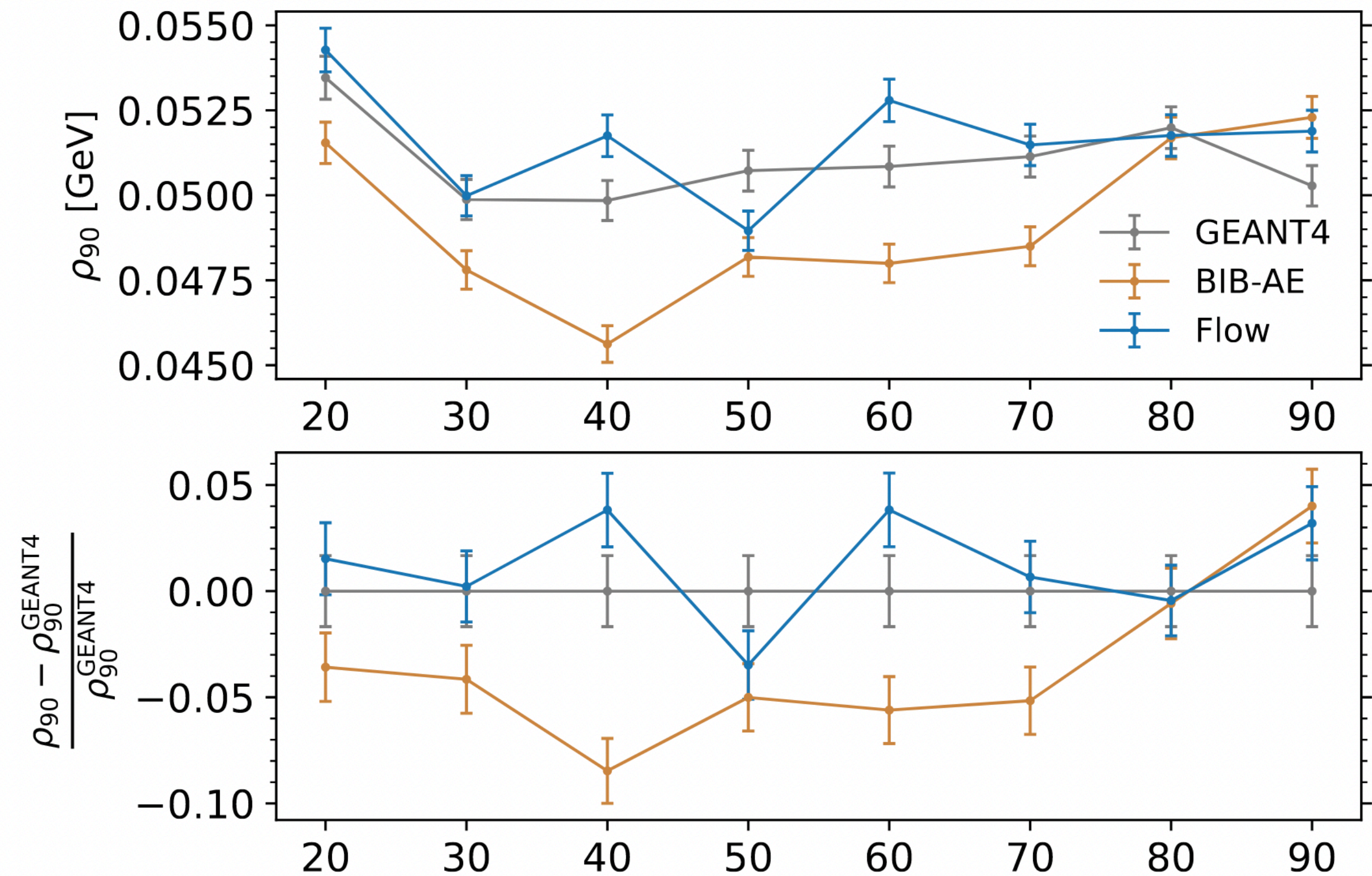
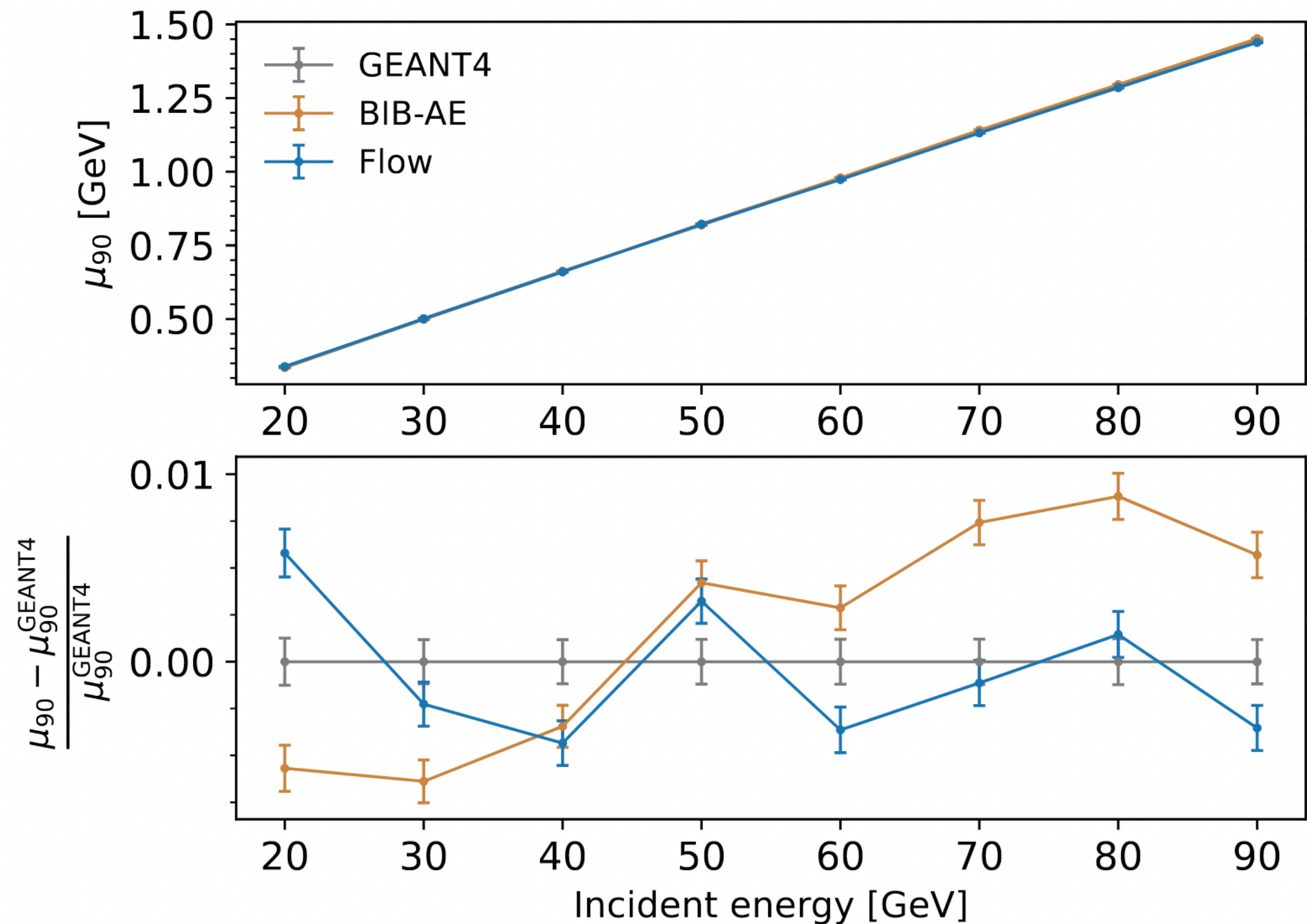


Flow $i$	Context features	Context shape
0	$E_0, E_{\text{inc}}$	$[N, 2]$
1	$I_0, E_1, E_{\text{inc}}$	$[N, 102]$
2	$I_1, I_0, E_2, E_{\text{inc}}$	$[N, 202]$
3	$I_2, I_1, I_0, E_3, E_{\text{inc}}$	$[N, 302]$
4	$I_3, I_2, I_1, I_0, E_4, E_{\text{inc}}$	$[N, 402]$
$\geq 5$	$I_{i-1}, I_{i-2}, I_{i-3}, I_{i-4}, I_{i-5}, E_i, E_{\text{inc}}$	$[N, 502]$

# Cell Spectrum and Number of Hits



# Visible Energy Sum (Mean and Width)





# Classifier Performance

/	BIB-AE	Multiple flows
Classifier AUC	$0.9912 \pm 0.0018$	$0.8399 \pm 0.0036$

- Classifier trained to distinguish GEANT4 from generated showers
- 5 trainings used to estimate uncertainty
- Both methods imperfect
- BIB-AE may have tells/artefacts resulting in perfect classification
- Flow performs better

# Compute Times

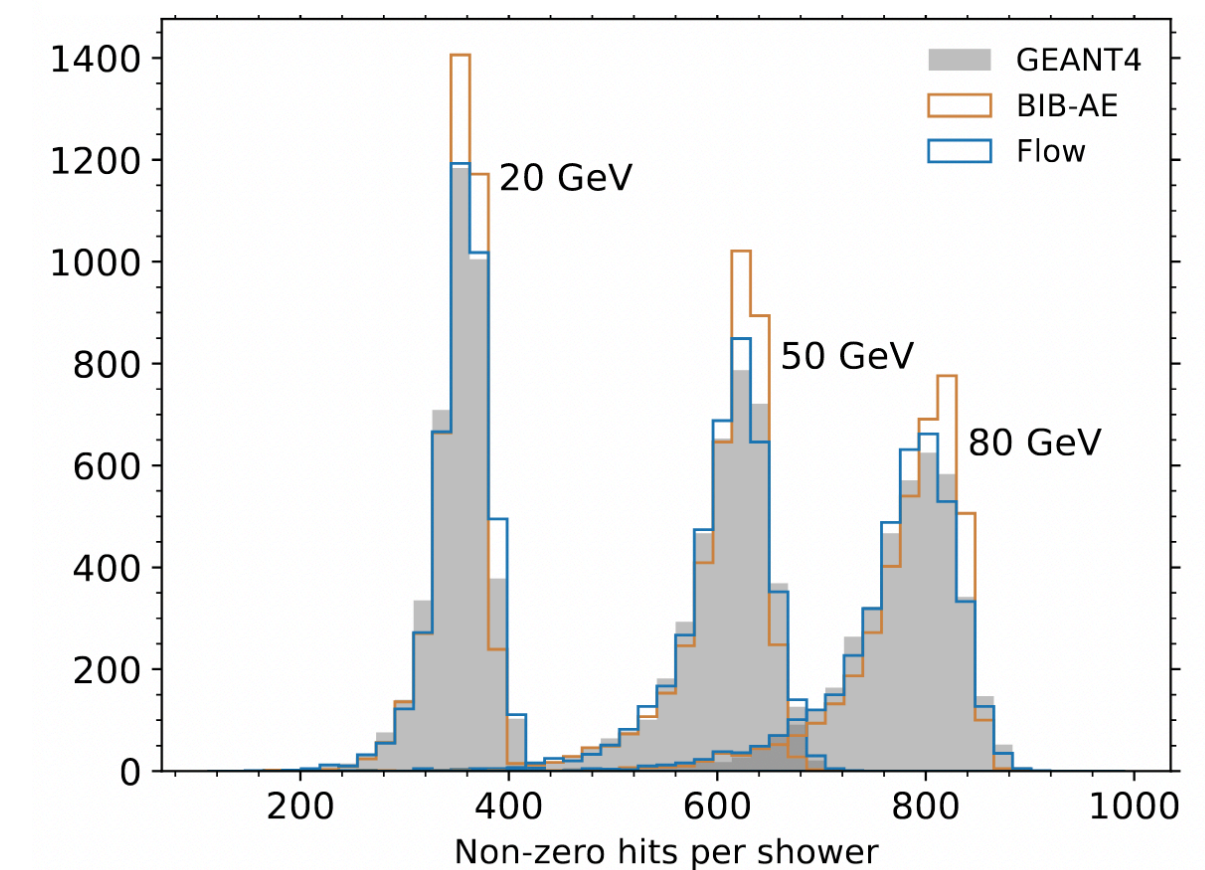
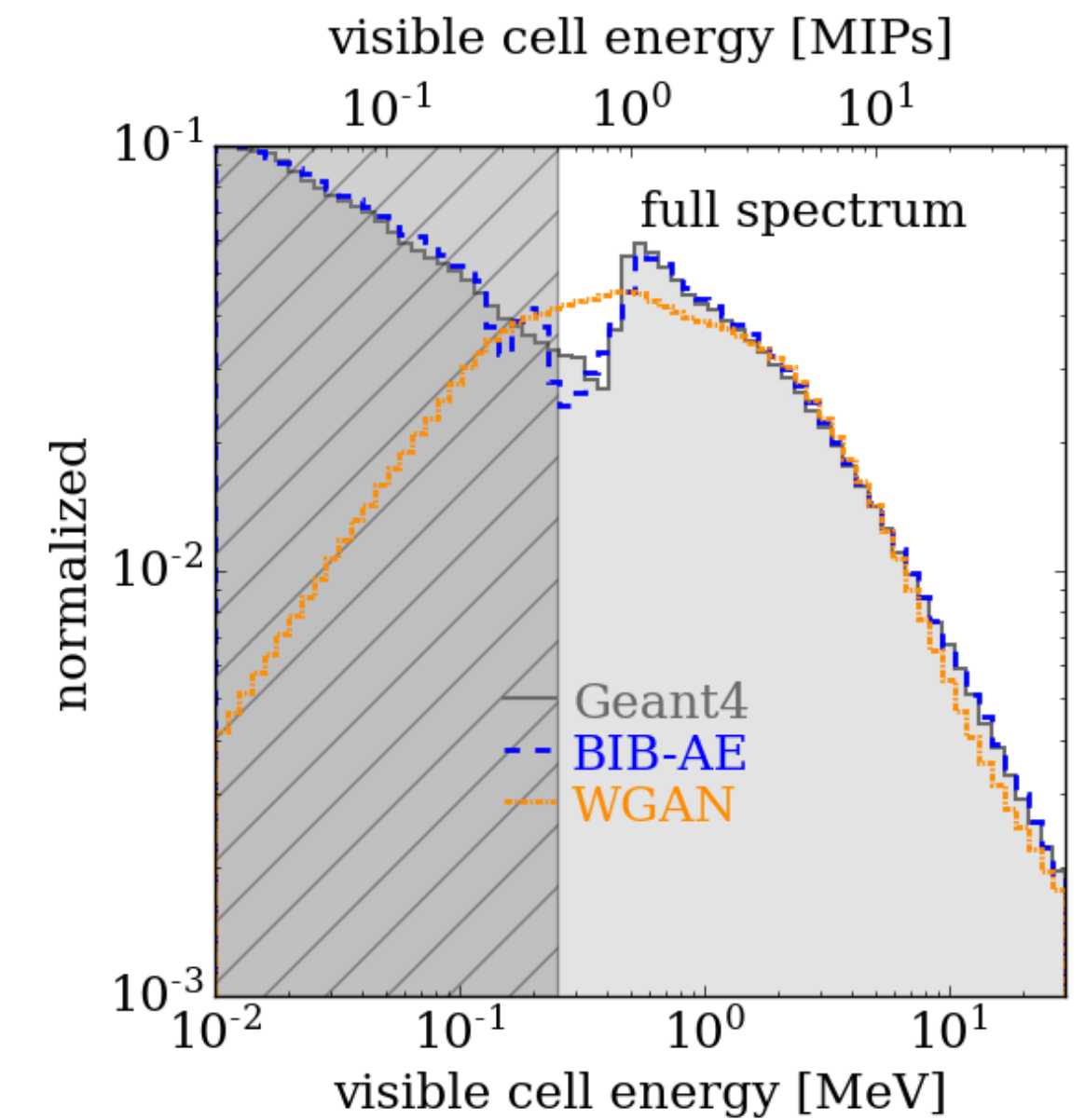
Simulator	Hardware	Photons 10x10	Speedup
GEANT4	CPU	4082±170 ms	-
BIB-AE	CPU	37.81±0.13 ms	x108
Flow	CPU	2066±31 ms	x2
BIB-AE	GPU	0.23±0.01 ms	x17745
Flow	GPU	12.51±0.01 ms	x326

Times for fastest evaluation batch sizes, GPU times have to be normalised by cost

- MAF setup used in flow slow for generation
- Teacher-student IAF setup can lead to speedup, work in progress

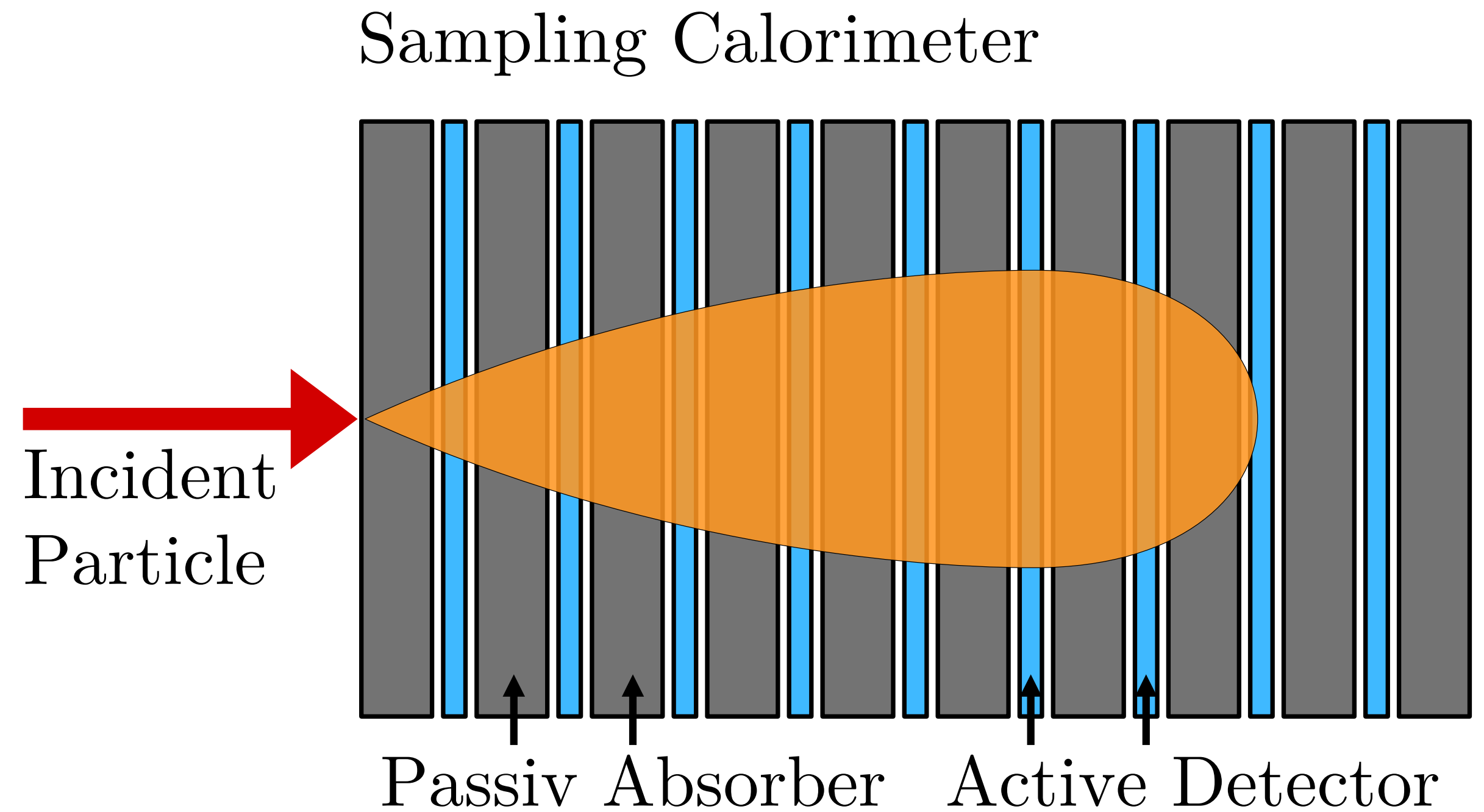
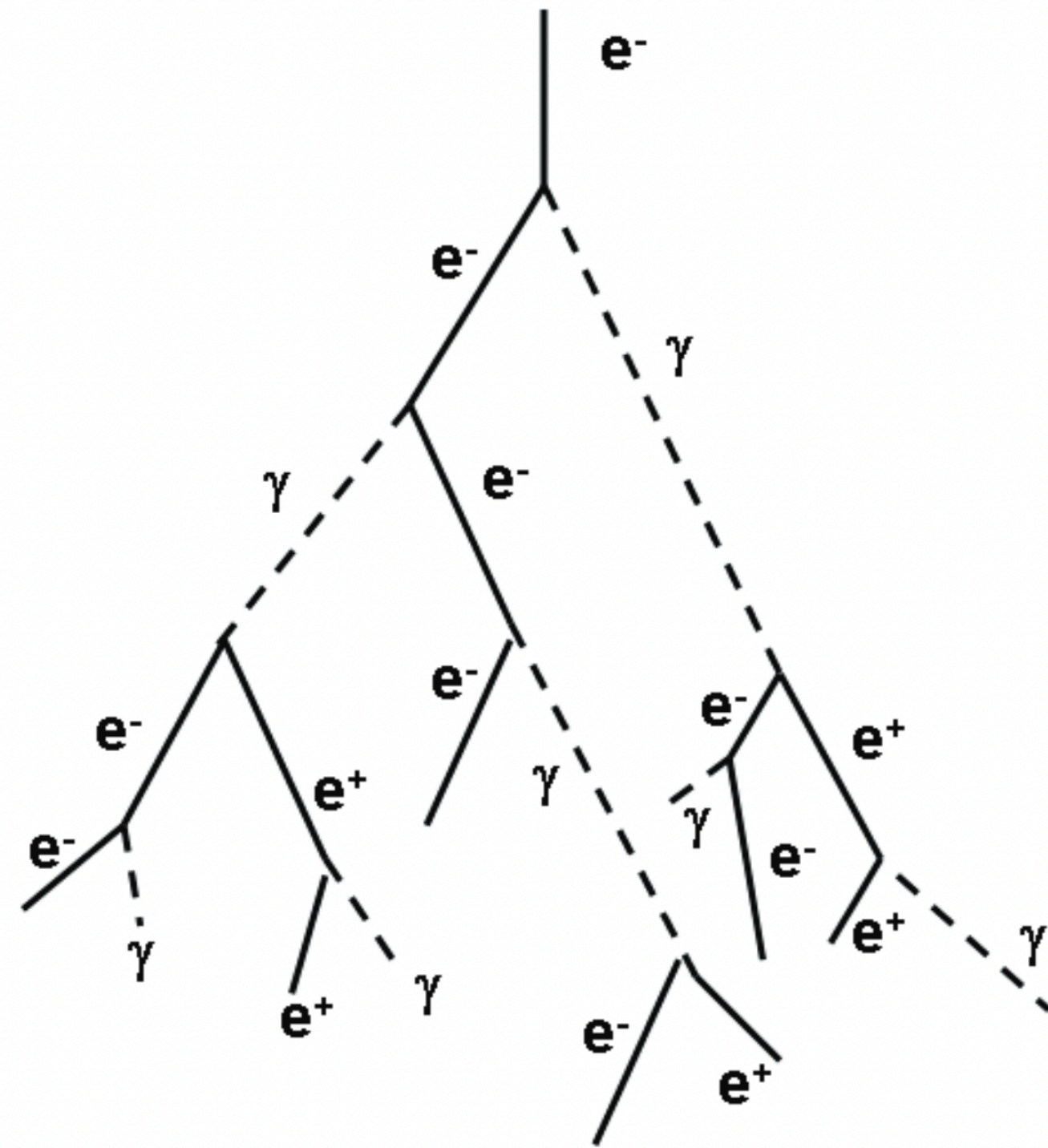
# Conclusion

- Generative models growing field in particle physics
- Calorimeter simulation:
  - BIB-AE model accurately produces HG showers
  - Angle conditioning work in progress
  - Flow based models provide increased accuracy on smaller scale data



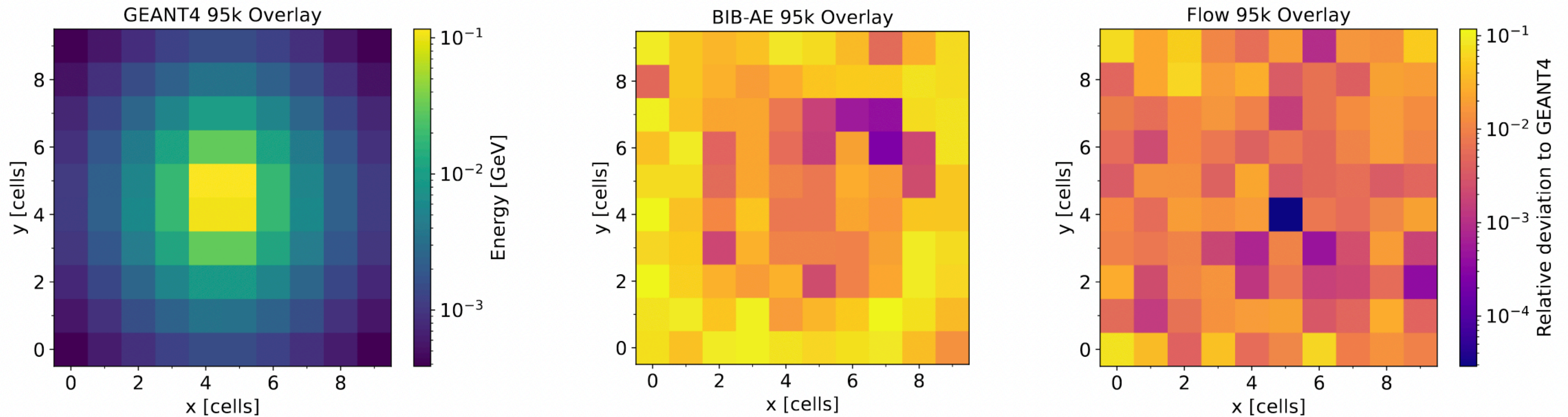
**Thank you**

# Calorimeter Simulation



- Calorimeter shower:
  - Particle interacts with material
  - Cascade of secondary particles
- Sampling Calorimeter
  - Interspersed active and passive parts
  - Only active segments are recorded

# Shower Overlay



- Compare multiple flow approach to BIB-AE re-trained on 10x10x30 data set
- Overlay of flow showers has better agreement with GEANT4