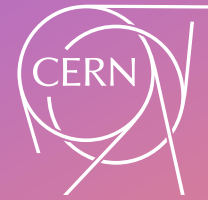


DEEP LEARNING INVARIANT MODELS



Radi Radev

EP-NU Meeting 17/5/2023



AGENDA

Invariance and Covariance

Toy Invariant Task

Reweighting Neutrino Models

Attention and Invariant Attention

Results

Future Plans



INVARIANCE AND COVARIANCE

A Machine Learning Perspective



Invariance and Equivariance

Invariance

- The function f is invariant to permutations of its inputs

$$f(\text{dog} \text{ cat} \text{ tiger}) = \text{happy face}$$

$$f(\text{tiger} \text{ dog} \text{ cat}) = \text{happy face}$$

Equivariance (Covariance)

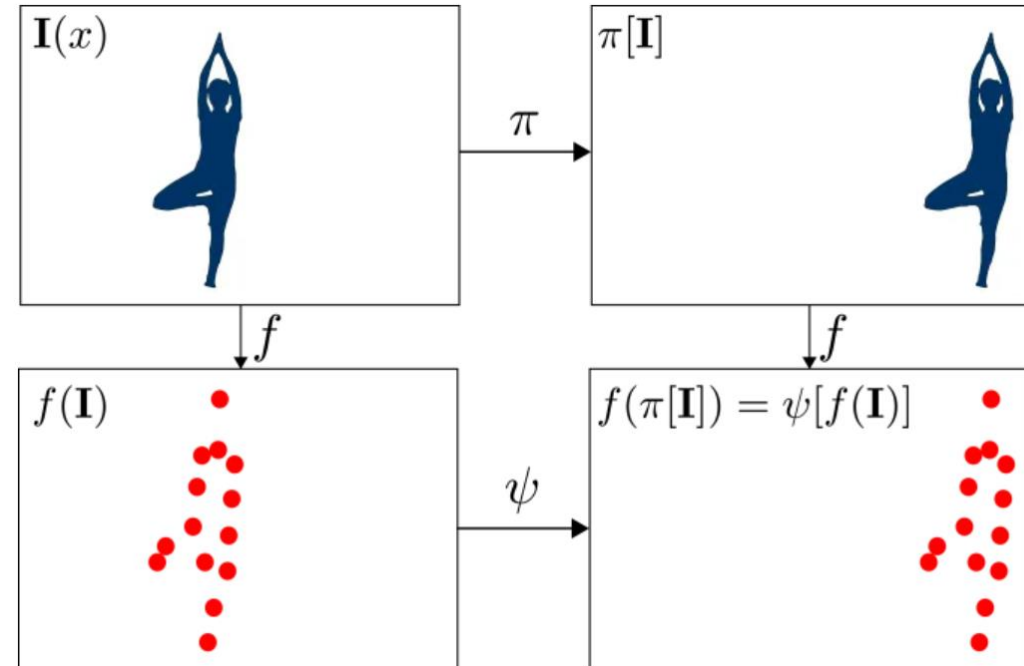
- The function g is equivariant to permutations of its inputs

$$f(\text{dog} \text{ cat} \text{ tiger}) = \text{happy face} \text{ neutral face} \text{ surprised face}$$

$$f(\text{tiger} \text{ dog} \text{ cat}) = \text{happy face} \text{ surprised face} \text{ neutral face}$$

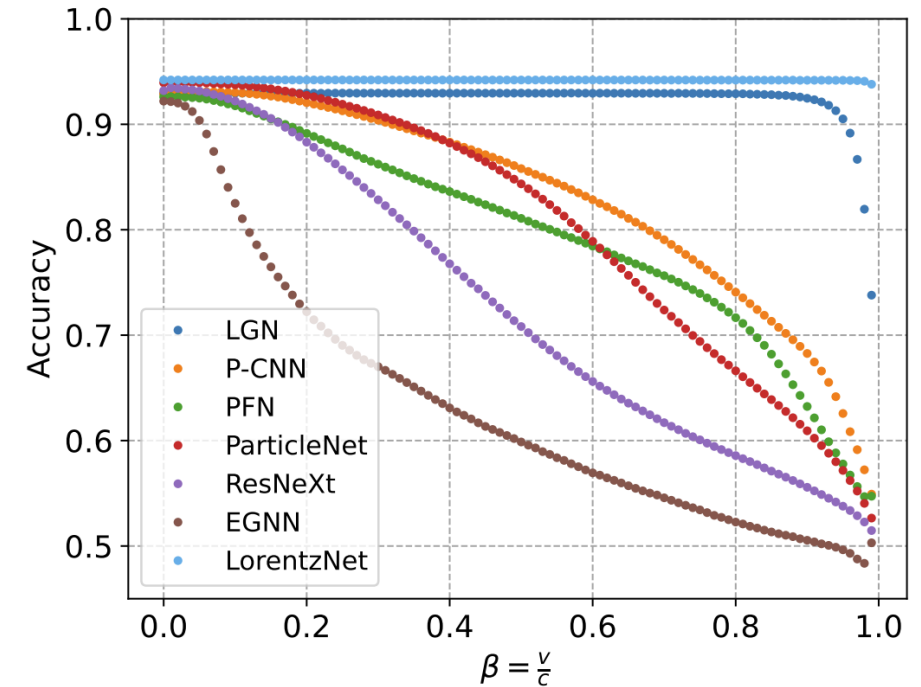
Invariant ML Models

- Convolutional models are naturally translation invariant and started the DL age
- As they learn a filter that slides along the image



Invariant ML Models in Physics

- We want to incorporate inductive biases in ML models to reduce the parameter space the model has to learn during training
- Allows the model to be more parameter and data efficient



TOY EXAMPLE

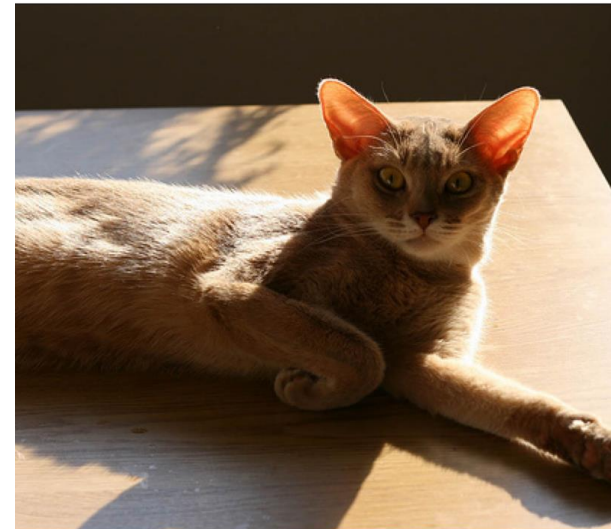


Cat vs Dog with a Spin

- Learning a classifier that tries to distinguish images of dogs and cats
- A convolutional model deals with the translational invariance in images



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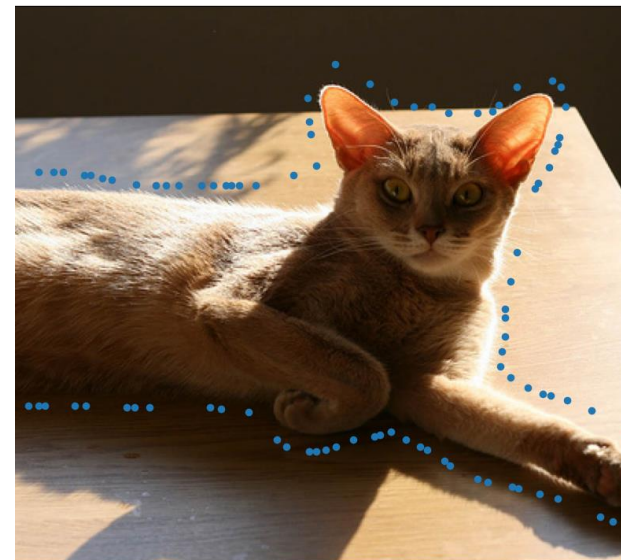
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Cat vs Dog with a Spin

- To illustrate how to incorporate more general invariances, we sample points along the outline
- The model only sees the sampled points



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Cat vs Dog with a Spin

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Cat vs Dog with a Spin

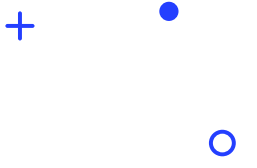
- To illustrate how to incorporate more general invariances, we sample points along the outline
- The model only sees the sampled points
- Randomly rotate the points before the model



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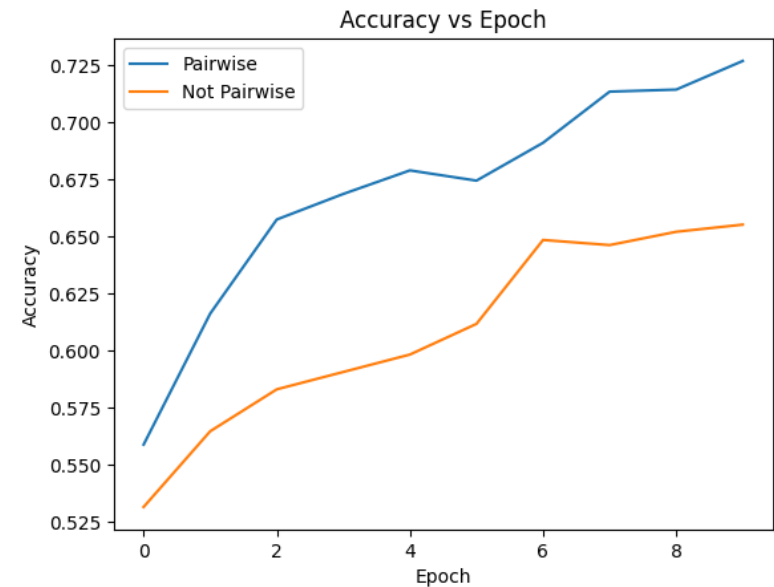
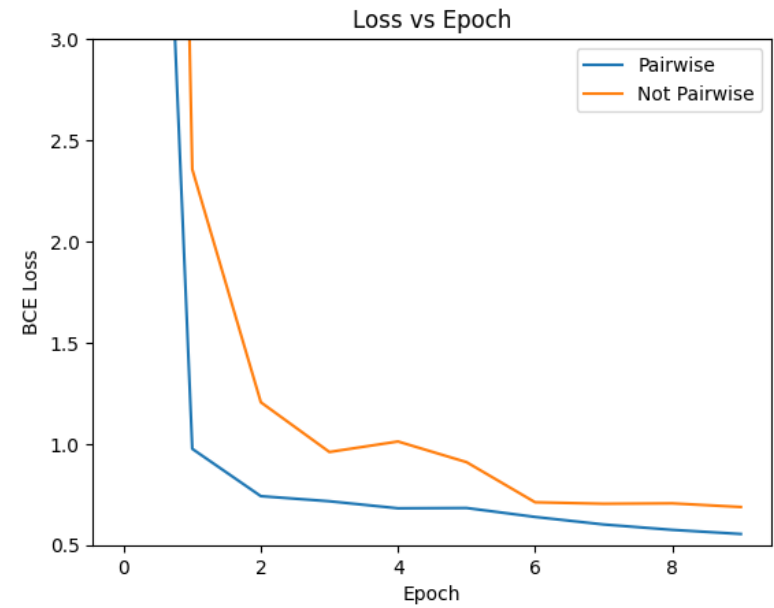


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Cat vs Dog with a Spin

- Train two models one with directly with the coordinates the other with the pairwise distances
- The model invariant to Euclidean transformations performs better and learns faster!

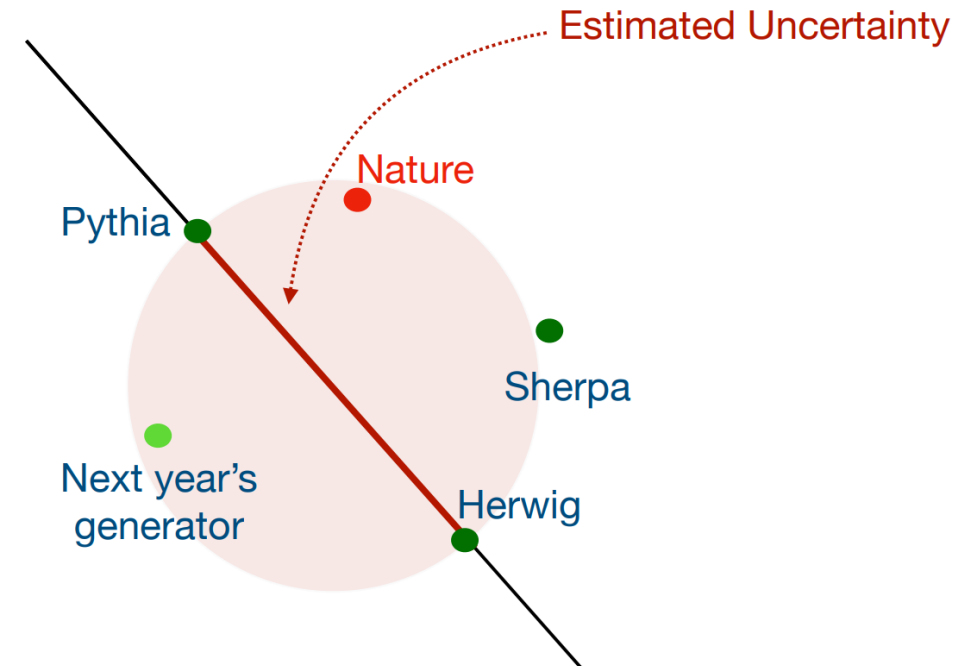


HIGH-DIMENSIONAL REWEIGHTING FUNCTIONS

And Where to Find Them

Neutrino Interaction Models

- Evaluating analyses with different neutrino interaction models allows us to evaluate uncertainties even if we don't have specific dials
- Detector simulation is computationally expensive 😞
- Reweighting allows us to compare analyses with different neutrino generators without having to rerun the detector simulation 😊



Reweighting Neutrino Models

- An event can be represented as a set of n four-momenta p_1, p_2, \dots, p_n with each $p_i = (p_x, p_y, p_z, E)$
- Using those we can calculate extra variables at the particle and event level.
- Our goal is to calculate weights which shift our nominal model to look like the target model
- For 1D and 2D (event level) we can simply take ratios of histograms

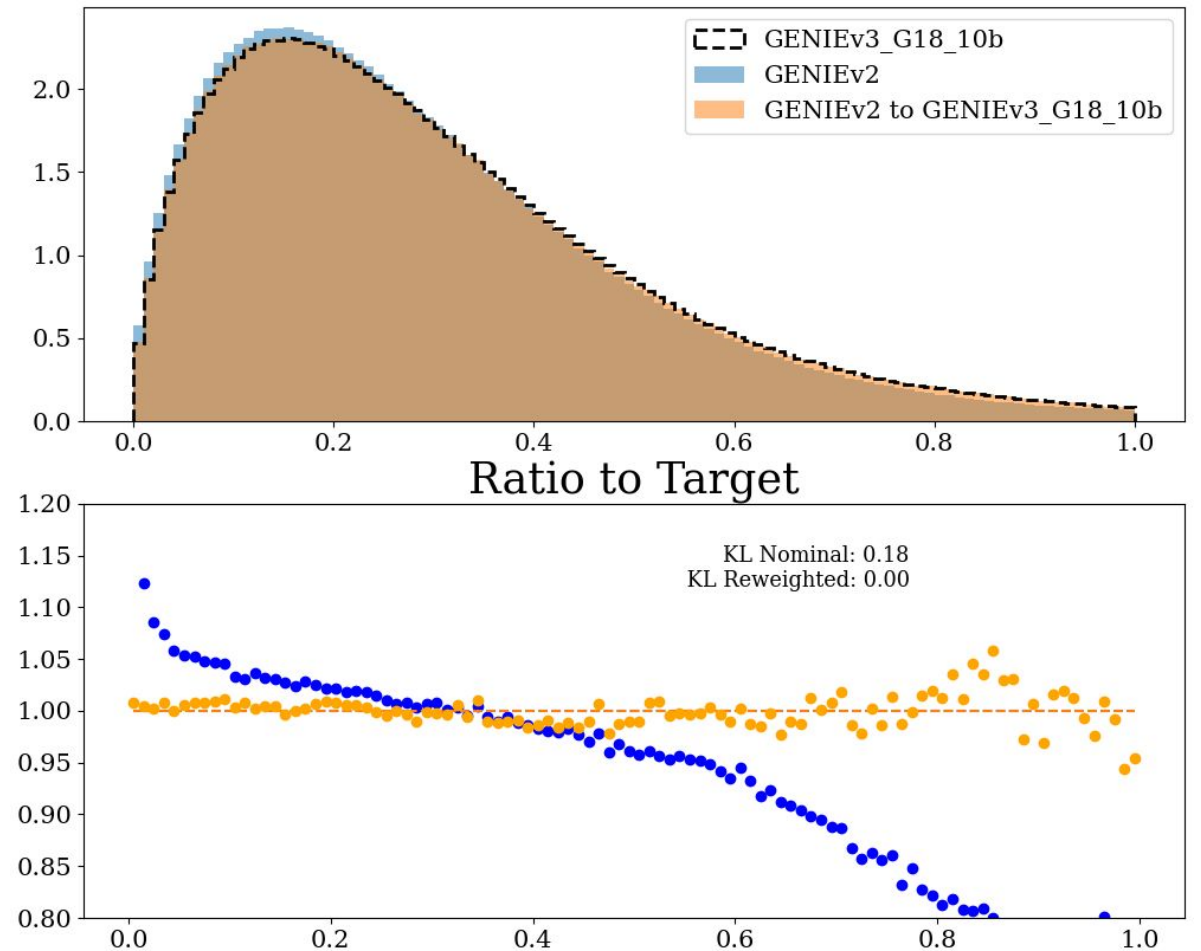


ML Reweighting

- Machine learning models allow us to perform high-dimensional unbinned reweighting
- A classifier $f(x)$ trained with the binary cross-entropy loss would learn the likelihood-ratio:

$$w_x = \frac{f(x)}{1 - f(x)}$$

Bjorken X



ATTENTION MECHANISM



Attention

Similarity

- For two vectors q and k we can compute their similarity as:

$$q \cdot k$$

- Instead, if we want to compute this for n vectors, then we can represent them as matrices:

$$QK^T$$

Complete Definition

- We can convert this to probabilities using the softmax function and use it to update our values:

$$f(Q, K, V) = \text{softmax}(QK^T)V$$

- Where the softmax is normalized exponentiation:

$$\text{softmax}(x_i) = \frac{e^{x_i}}{\sum_j e^{x_j}}$$

Invariant Attention

- Compute invariant inter-particle quantities (i.e minkowski norm and inner product)

$$w = \left(\|p_i - p_j\|, (\langle p_i, p_j \rangle) \right)$$

- Add the invariant quantities as a bias to the queries and keys

$$Q = W_V(h) + \text{MLP}(w)$$

$$V = W_Q(h) + \text{MLP}(w)$$

$$K = W_K(h)$$

- Update the particle features

$$\hat{h} = \text{softmax}(QK)V$$

- Update the coordinates

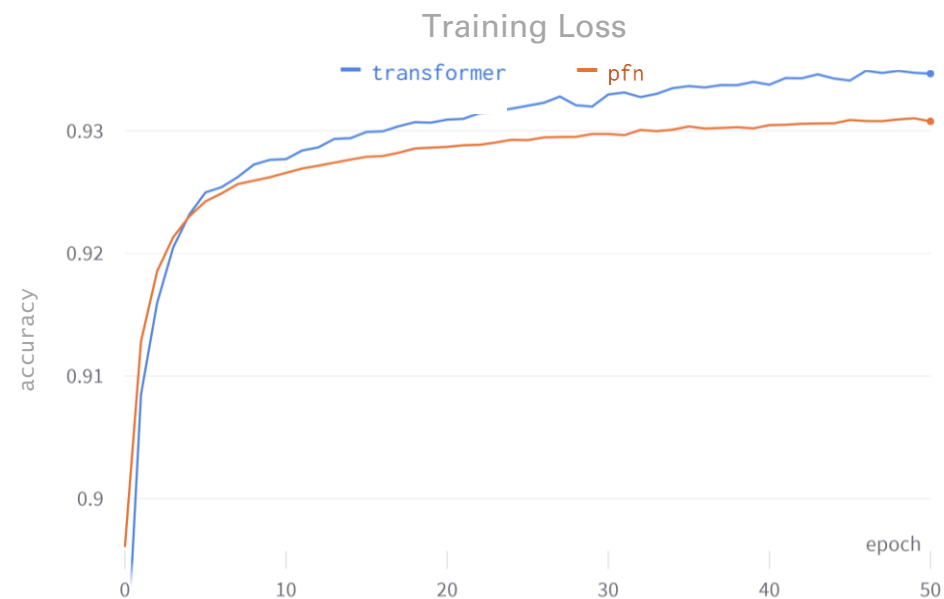
$$\hat{p}_i = \text{softmax}(\text{MLP}(QK))p_i$$

RESULTS



Results

- Training the Lorentz transformer on Top Quark Tagging data.
- The network outperforms the baseline by a good margin and very close to state of the art
- Can be improved by further tuning



Result of models on the Top Tagging dataset

Model	Accuracy	AUC	$1/\epsilon_B$ ($\epsilon_S = 0.5$)	$1/\epsilon_B$ ($\epsilon_S = 0.3$)
ResNeXt	0.821	0.8960	30.9	80.8
P-CNN	0.827	0.9002	34.7	91.0
PFN	–	0.9005	34.7 ± 0.4	–
ParticleNet	0.840	0.9116	39.8 ± 0.2	98.6 ± 1.3
EGNN	0.803	0.8806	26.3 ± 0.3	76.6 ± 0.5
LGN	0.803	0.8324	16.0	44.3
LorentzNet	0.844	0.9156	42.4 ± 0.4	110.2 ± 1.3



Future Plans

- Long(er) training (multi-GPU)
- Optimize architecture and training setup (e.g., bucket batching)
- Apply the Lorentz Transformer to the reweighting task
- Consider other use cases of this approach and other physics-aware methods (e.g., incorporating systematic uncertainties)

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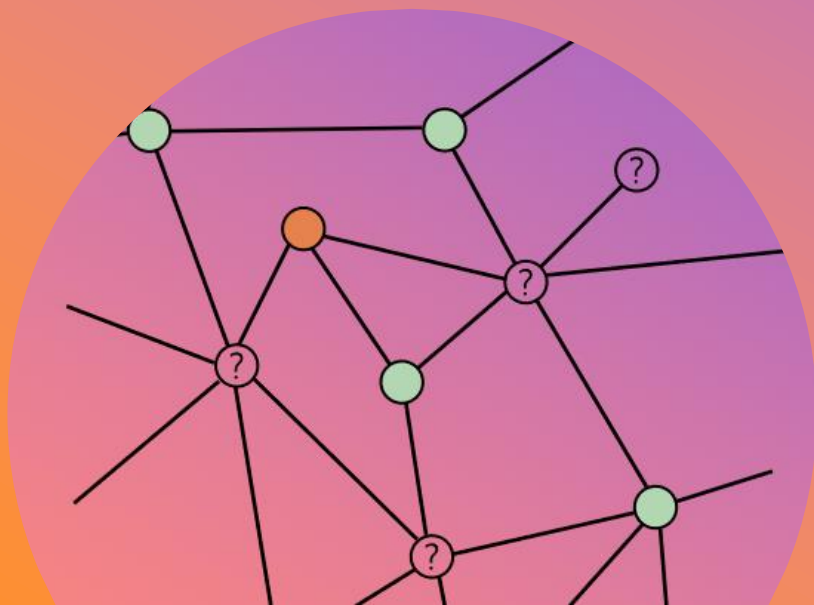


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THANK YOU

Radi Radev



Backup

