

# Update on tagger, MLPF, Color Singlet clustering

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### Jet Flavour Tagger Update:

- Maintenance of the flavour tagger
- New trainings optimized for different detector parameters complete (requires validation)
  - to study sensitivity of physics results to detector variations
- New classes for u/d/tau
  - Up vs Down discrimination seems possible thanks to jet charge
  - $\circ$  ~ 30% bkg eff at 50% signal
- Next steps:
  - Split by quark charge b, bbar, c,...
  - Seems possible (u-d example)
  - Add auxiliary tasks
    - secondary vertices prediction





#### **MLPF: Motivation**

- The particle flow algorithm aims to identify the produced particles in a collision through the combination of the information from the entire detector and provide best combined energy/momentum resolution
- Hoping to achieve higher reconstruction performance: cluster merging, arbitration of track vs cluster energy
- First step: focus on calorimeter clustering



A Representation of the different layers, hits, tracks and resulting particles (reproduced from [1])



**B** Example of an event, the shower of secondary particles generated by an individual particle is labelled with one colour [2]



ACKS : Michele Selvaggi, **Gregor Krzmanc**, Jan Kieseler, Philipp Zehetner [1] Pata, J. Machine learning for particle flow reconstruction at CMS, presentation at CDS. [2] Qasim, S. R., Chernyavskaya, N., Kieseler, J., Long, K., Viazlo, O., Pierini, M., & Nawaz, R. (2022). End-to-end multi-particle reconstruction in high occupancy imaging calorimeters with graph neural networks. *The European Physical Journal C*, *82*(8), 753.

# **Training Data**

A Example train event - 15 particles



- Event generation:
  - Use particle gun (10-15 particles)
  - E ∈ [0.5, 50] GeV
  - ο p, n, K<sub>L</sub>, π
- FCC-ee O(100)
- Simulation and reconstruction: Key4HEP turnkey + Geant4 (CLIC pipeline)



**B** Number of hits per event (left) and #hits ECAL vs HCAL (right)



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#### Architecture: Object condensation (End-to-End approach)



Input:

- A set of hits from different sensors (coordinates, type of hit, energy, A)
- Each one node in the graph O(600) per particle

$$\begin{aligned} & \bigcup_{i=1}^{K} Q_{\alpha k} = \max_{i} q_{i} M_{ik}. \\ & \check{V}_{k}(x) = \|x - x_{\alpha}\|^{2} q_{\alpha k}, \text{ and} \\ & \hat{V}_{k}(x) = \max(0, 1 - \|x - x_{\alpha}\|) q_{\alpha k}. \\ & L_{V} = \frac{1}{N} \sum_{j=1}^{N} q_{j} \sum_{k=1}^{K} \left( M_{jk} \check{V}_{k}(x_{j}) + (1 - M_{jk}) \hat{V}_{k}(x_{j}) \right). \end{aligned}$$

 $\sim$   $\sim$ 

- Each object 1 condensation point (CP)
- **Repulsive +Attractive** potentials for each CP



Output:

- Coordinate in embedding space (3D>)
- Beta (q)
- Use clustering space to build showers



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[1] Kieseler, J. (2020). Object condensation: one-stage grid-free multi-object reconstruction in physics detectors, graph, and image data. The European Physical Journal C, 80, 1-12. [2] Qasim, Shah Rukh, et al. "Learning representations of irregular particle-detector geometry with distance-weighted graph networks." The European Physical Journal C 79.7 (2019):

#### Architecture: Object condensation (End-to-End approach)





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#### **Architecture: Gravnet Model**

- Input: a set of hits from different sensors (coordinates, type of hit, energy), each one node in the graph O(600) per particle
- Graph representation with **no given graph structure**
- **Dynamically** compute edges in embedding space with knn

- a) Transform input features **F**<sub>IN</sub> into
  - transformed features  $\mathbf{F}_{LR}$
  - latent coordinates S
- b) Build graph using coordinates **S**
- d) Aggregate weighted features
  - Weights depending on distance
  - Aggregation typically is mean or max
- e) Concatenate the new features





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#### Efficiency and fake rate



- Efficiency approaches 100% with high  $p_T$
- Adding tracks will improve efficiency



- Most fakes with E< 1 GeV
- Other clustering methods in the embedding space can improve fakes
- Resulting from bad beta distributions



#### **Response and Resolution (clustering metrics)**



• Evaluated on reco values (for clustering evaluation)



- Resolution performance must be improved for low energies
- Can be improved with better clustering in embedding space



#### **Calorimeter clustering - Results**

- Containing: percentage of reco energy that belong to the reconstructed particle (G+R)/(G+B)
- Purity: Percentage of reco energy contained in reconstructed cluster (G)/(G+R)





### Summary and next steps MLPF

Summary:

- Promising performance, we will soon compare to PFA (baseline for CLD)
- Demonstrated generalization over different types of events (for now kept particle number low)
- Fast execution time, linear scaling with number of hits

#### Ongoing work and next steps:

- Add tracks as inputs to the graph
- Regress particle properties
- Try heterogeneous graph architectures
- Compare to the performance of PFA



# **Clustering Color Singlets**

- Identification of color-neutral resonances relies on clustering final state into jets
- Calorimetry is expected to be much improved at future e+e- colliders, so that the 2-jet invariant mass resolution will be dominated not by detector resolution but rather by mis-clustering [1]
- Jets are not well defined but color connection is physical, this may help **improve the mass** estimation for color singlets (H,Z,W) and remove more background





A Comparison of clustering performance vs ideal reconstruction







ACKS : Michele Selvaggi

[1]Fujii, K., Grojean, C., Peskin, M. E., Barklow, T., Gao, Y., Kanemura, S., ... & Murayama, H. (2020). ILC study questions for snowmass 2021. arXiv preprint arXiv:2007.03650.. [2] Gallicchio, J., & Schwartz, M. D. (2010). Seeing in color: jet superstructure. Physical review letters, 105(2), 022001.

# **Clustering Color Singlets**

Errors can be due to:

- Miss clustering of soft particles leading to degraded resolution
- Miss matching of jets pairs

Possible solutions:

- Parameter tuning (BAO)
- Optimize distance metrics?: piecewise continuous function, hard optimization problem
- End-to-end approach





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#### **CSC-Approach**

- GNN Node classification (instantiation) problem, permutation invariant ...
- Arch: FC Transformer
- Results:
  - Similar performance to classical approach
  - Baselines:
    - Chi-squared
    - Z only
- Can find events that reduce background by assigning a score per event
- Wiring is important
- Using information about the ordering (tree structure) performance can be improved
- Efforts to obtain MLE (A\*, beam search...) all for small number of leaves



A. Accuracy increase with new wiring, ordering by tree structure



B. Mass distributions of signal



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#### **Results**



