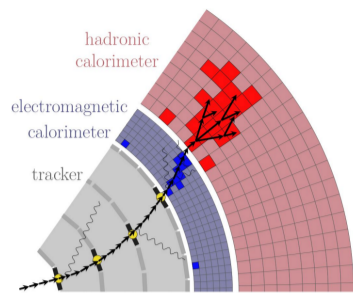


Fast Shower Simulation for Future Detectors



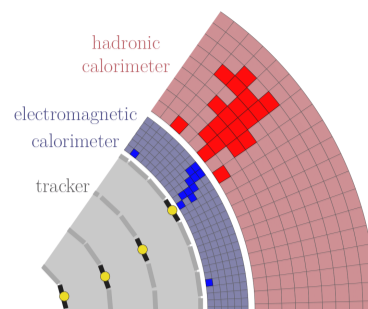
Xinyu Zhu¹, Supervisors: Peter McKeown¹, Piyush Raikwar¹
¹ CERN, European Organization for Nuclear Research, Geneva, Switzerland

Full and Fast Simulation:



Full Simulation (e.g., Geant4):

- detailed and step-by-step modeling based on physics processes (scattering, bremsstrahlung, ionization, in-flight decay...)
- accurate but computationally expensive



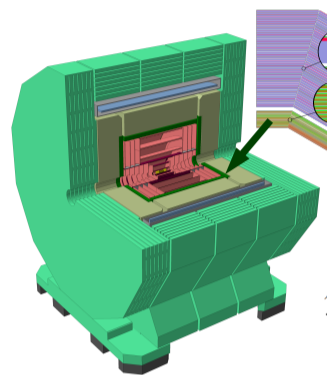
Fast Simulation:

- use generative Machine Learning (ML) models to create all hits at the detector in a single step.
- speed up simulation
- reduce the computing resources and increase sustainability

<https://g4fastsim.web.cern.ch/>

Electromagnetic Calorimeter at CLD:

one of the proposed detector designs for the future e+e- circular collider (FCCee)



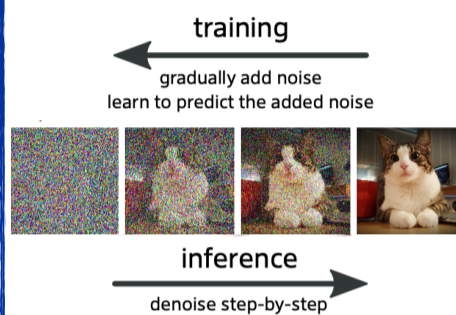
ECAL: Dodecagon (12-gon), tungsten absorber + silicon sensors, 40 layers

- Calorimeter simulation is the most computationally expensive in detector simulations.

arXiv: 1911.12230

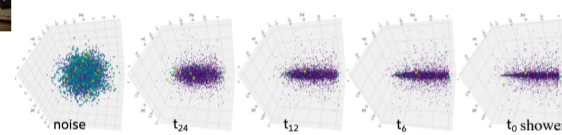
Diffusion Model:

- generate data by iterative denoising from a random initial state
- high-fidelity simulation with significant speed-up



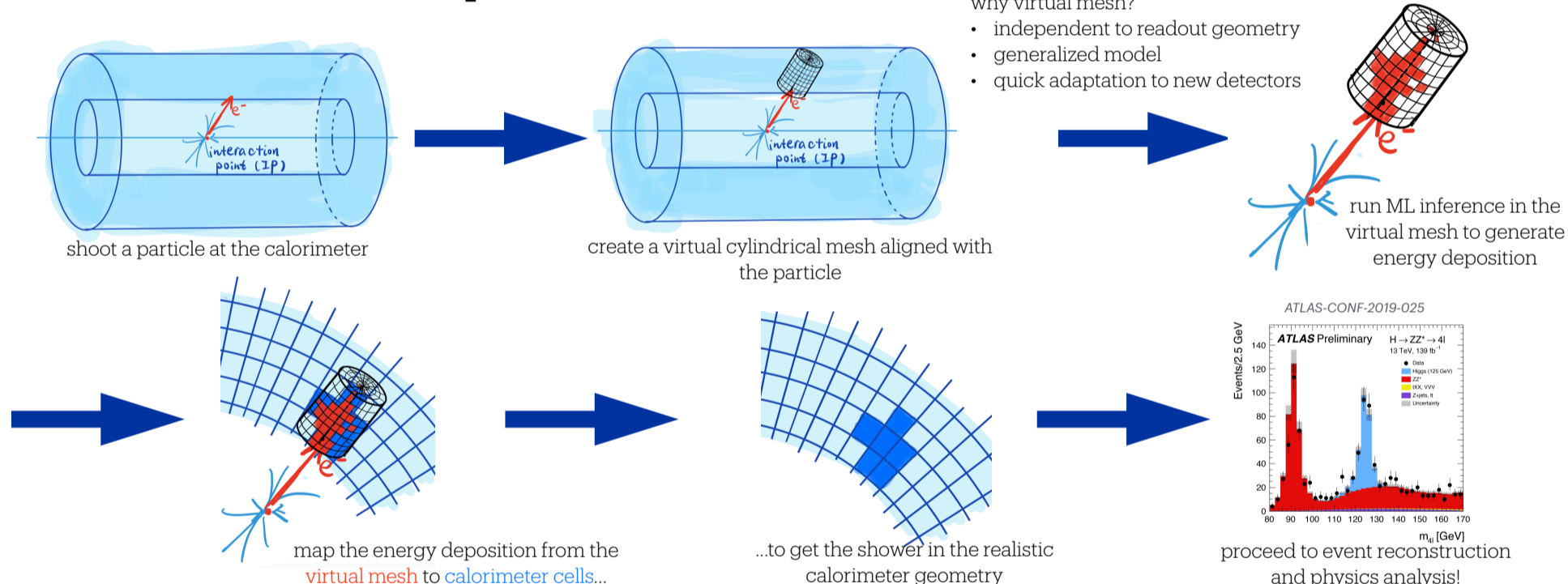
fast calorimeter shower simulation:

- training sample from the Geant4 full simulation dataset



arXiv:2305.04847v2

Fast Shower Simulation Pipeline:



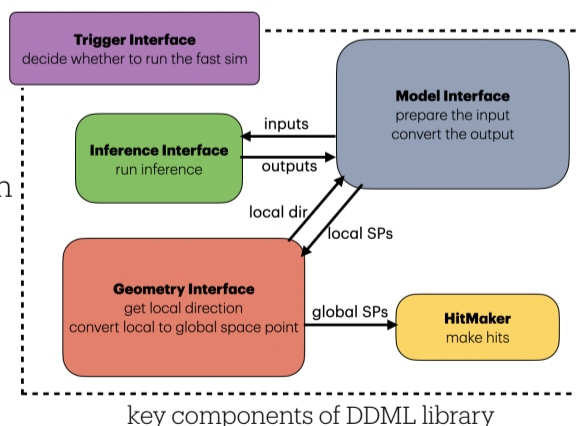
why virtual mesh?

- independent to readout geometry
- generalized model
- quick adaptation to new detectors

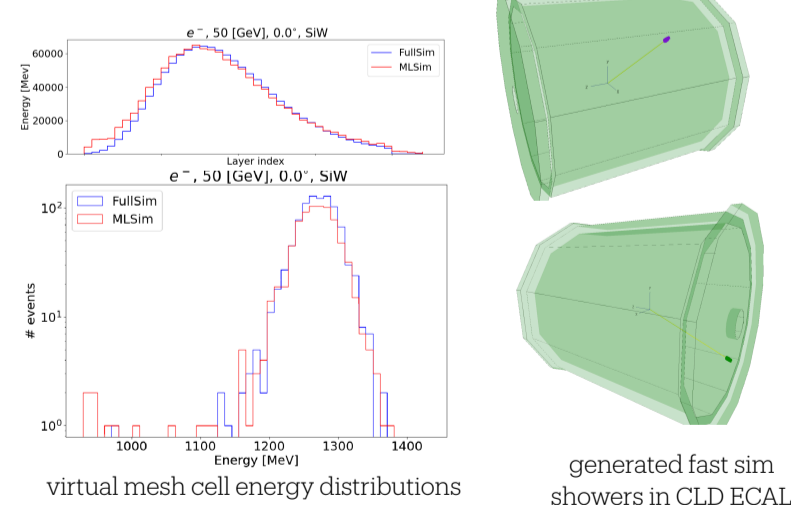
From Virtual Mesh to Realistic Detector Cells:

Deploy ML models (PyTorch) into the HEP software ecosystems (C++)

- Integrate fast sim inference into the DD4HEP framework via the DDML library. (work in progress)
- This allows the performance validation in realistic detector geometry and in high-level physics observables.
- DDML is generically designed for various ML models and detector geometries.



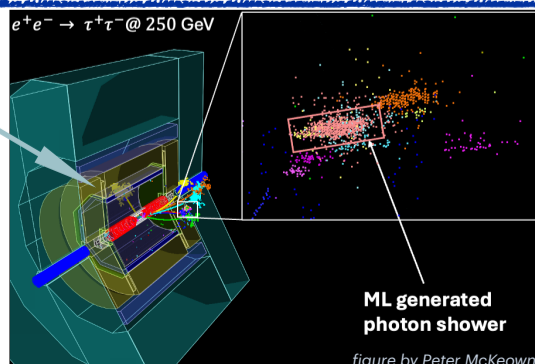
Current Result:



Outlook:

- from single showers -> to full physics events -> to physics analysis
- the ultimate goal is to maintain physics performance after reconstruction for simulating full physics events (many showers per event)

simulate real events like this!



learn more about fast shower simulation:

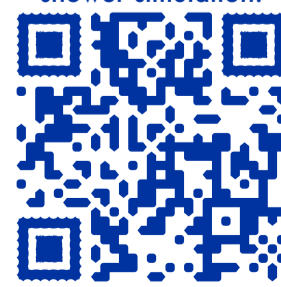


figure by Peter McKeown