

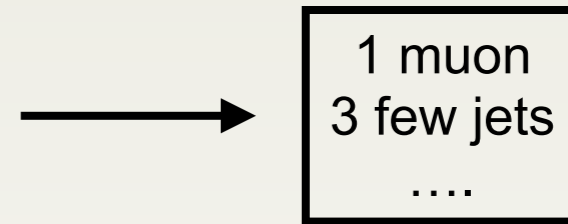
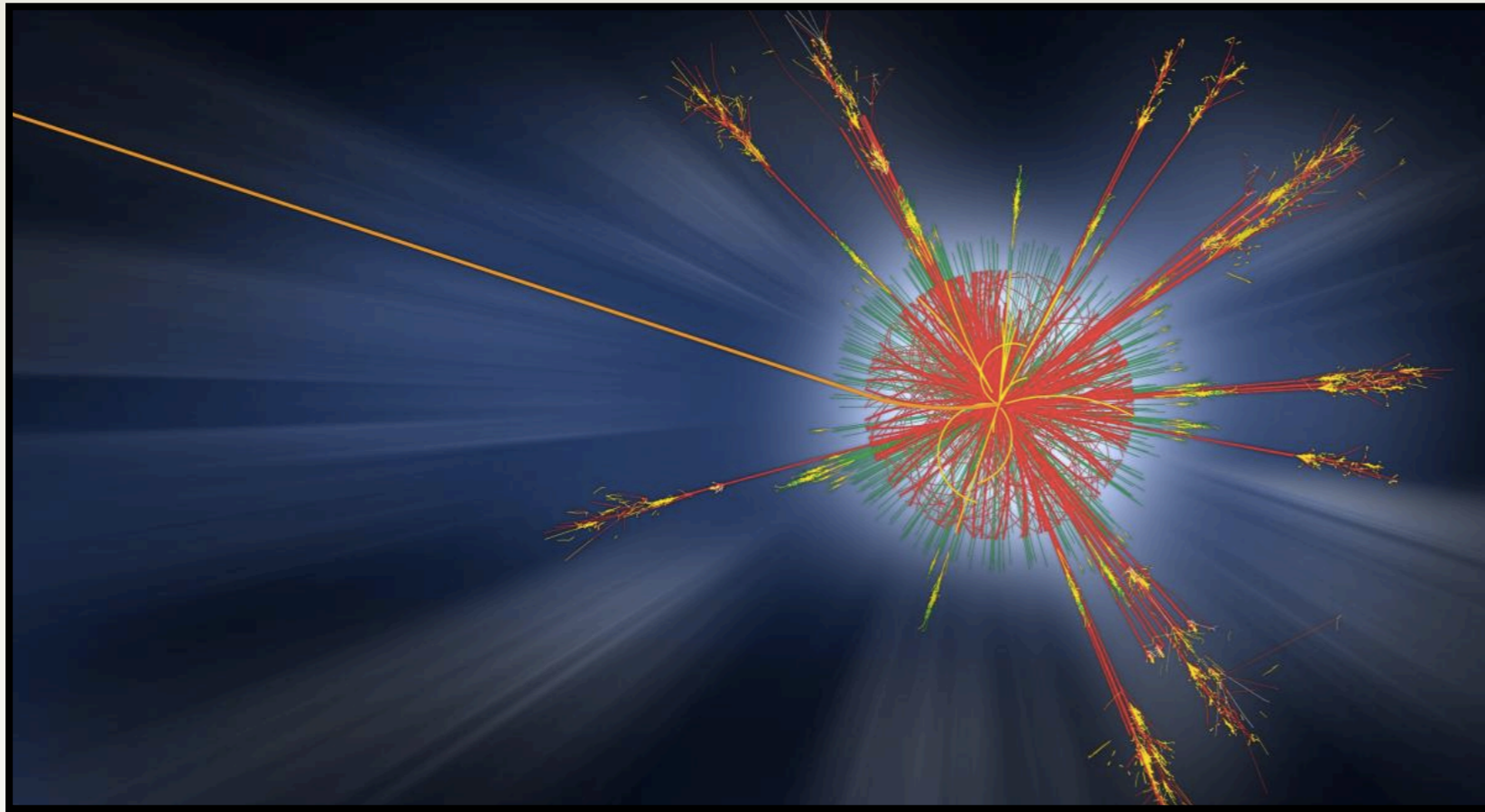
Object Condensation for Particle Flow

Jan Kieseler

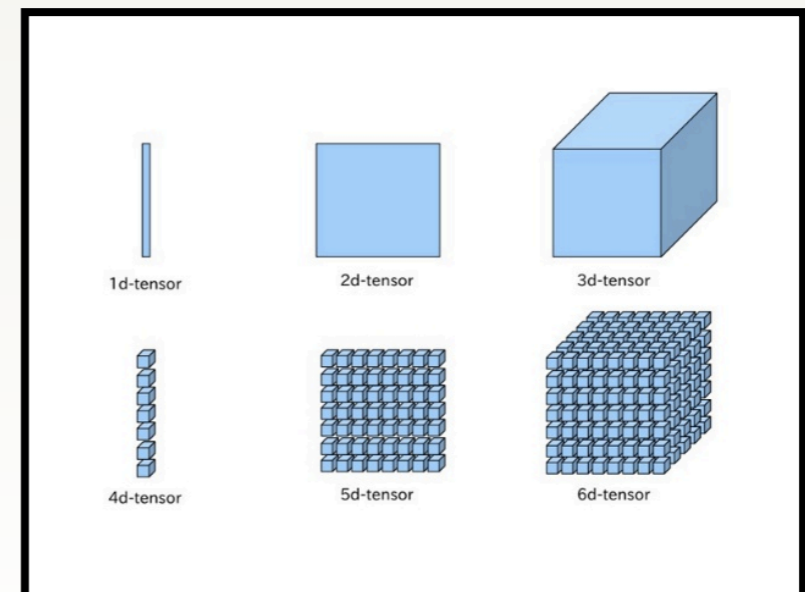
07.04.2020



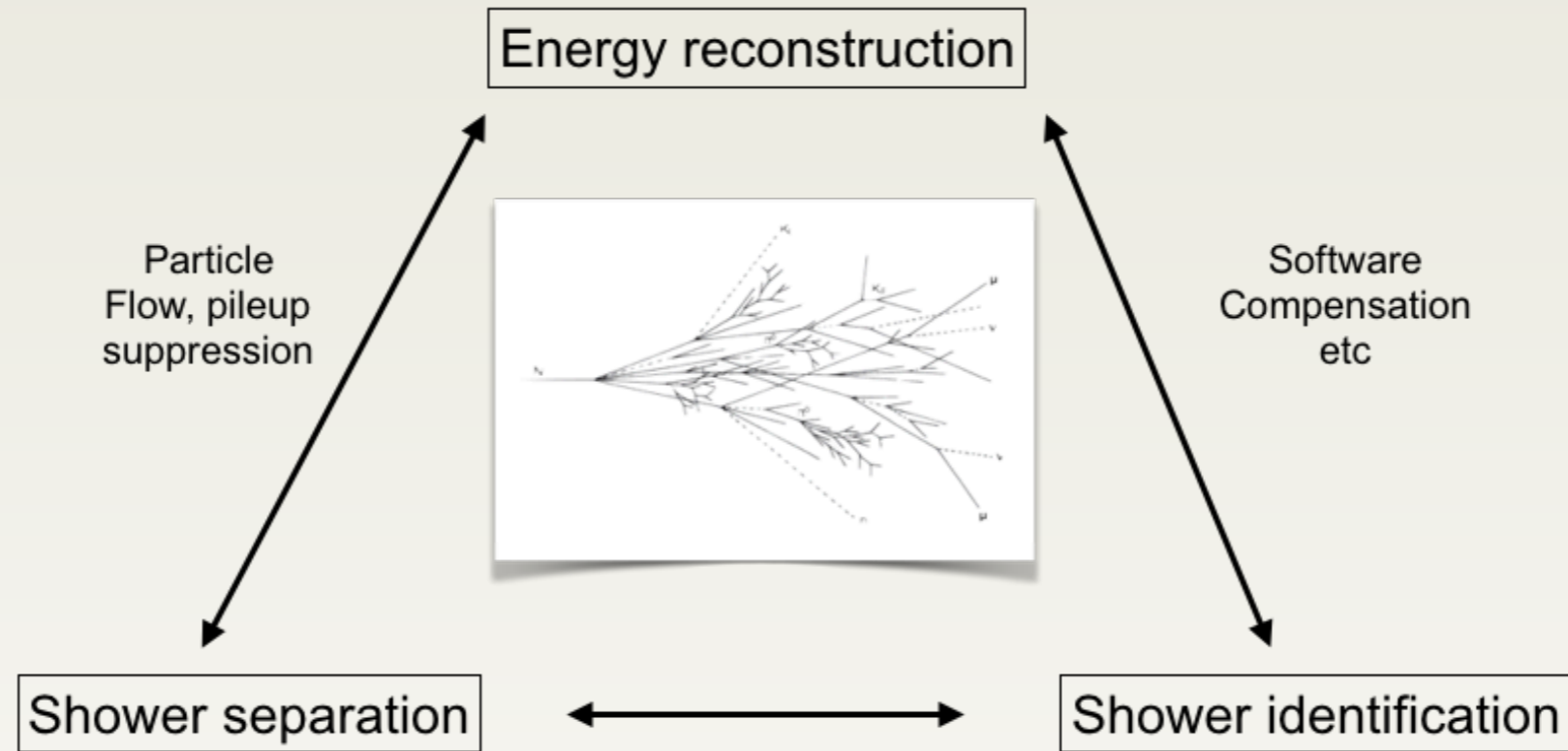
N to K Problem for Reconstruction



- Each event has a different number of particles
- Detector hits need to be clustered/linked to physics objects
- DNNs prefer fixed-size outputs



What do we actually want



- What we actually want: particle ID, momentum, position
- **Segmentation/clustering is just a tool**
- Standard chain has many redundancies
 - ▶ Seeding (pattern recognition)
 - ▶ Clustering (pattern recognition)
 - ▶ Software compensation (pattern recognition)
 - ▶ ID (pattern recognition)
 - ▶ PFlow (pattern recognition)
- Always the same patterns
- One-stage approach can save resources and is easier to maintain

A look at computer vision



- Well known from object detection in images
- Two main approaches:
 - ▶ “Traditional’ anchor point based approaches [1-4], ...
 - ▶ Anchor-free approaches, using each pixel [5,6, ...]

[1] J. Redmond et al, arXiv:1506.02640

[2] Y. Hu et al, arXiv:1803.11187

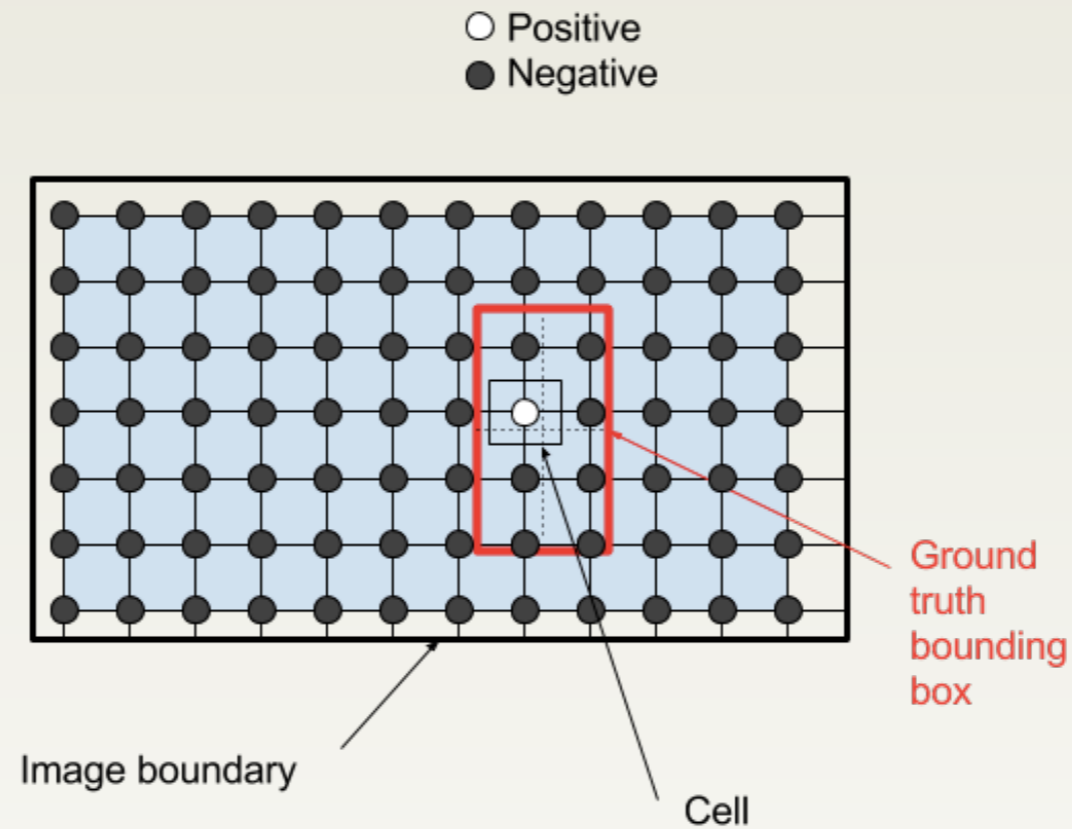
[3] R. Girshick, arXiv:1504.08083

[4] T. Lin et al, arXiv:1708.02002

[5] N. Wang et al, arXiv:1904.01355

[6] X. Zhou et al, arXiv:1904.07850

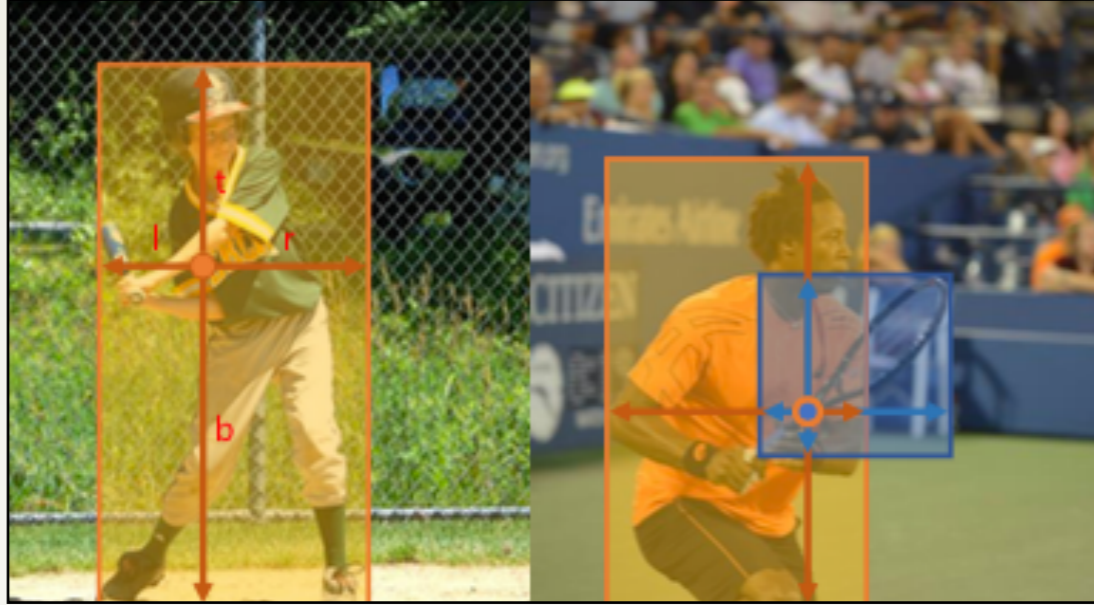
Anchor point based methods



- Anchor points ($M \times M$ per image)
- Assign object score/bounding box to anchor point
- Object can be found multiple times
- Anchor points grow with with $N^{(\text{dim})}$, make implicit assumptions on object size
- *Not suitable for reconstruction based on high-dimensional detector signals*

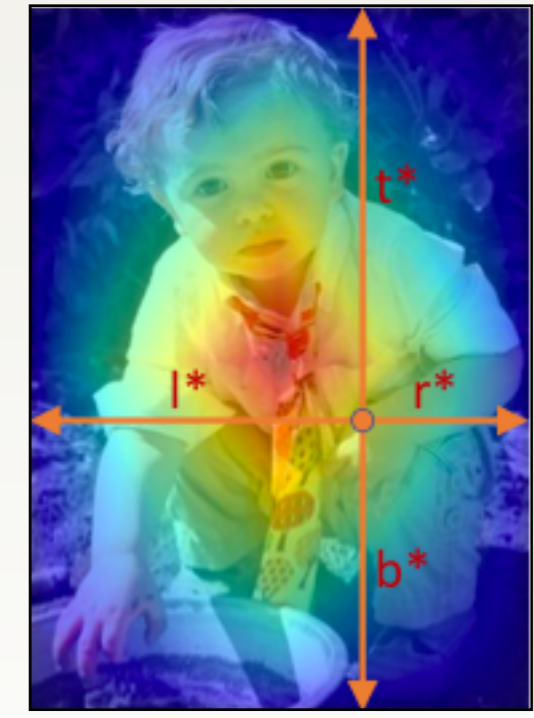
Key point methods

- Identify key points of the object
- Predict object properties from key points



Problem: identify the key points

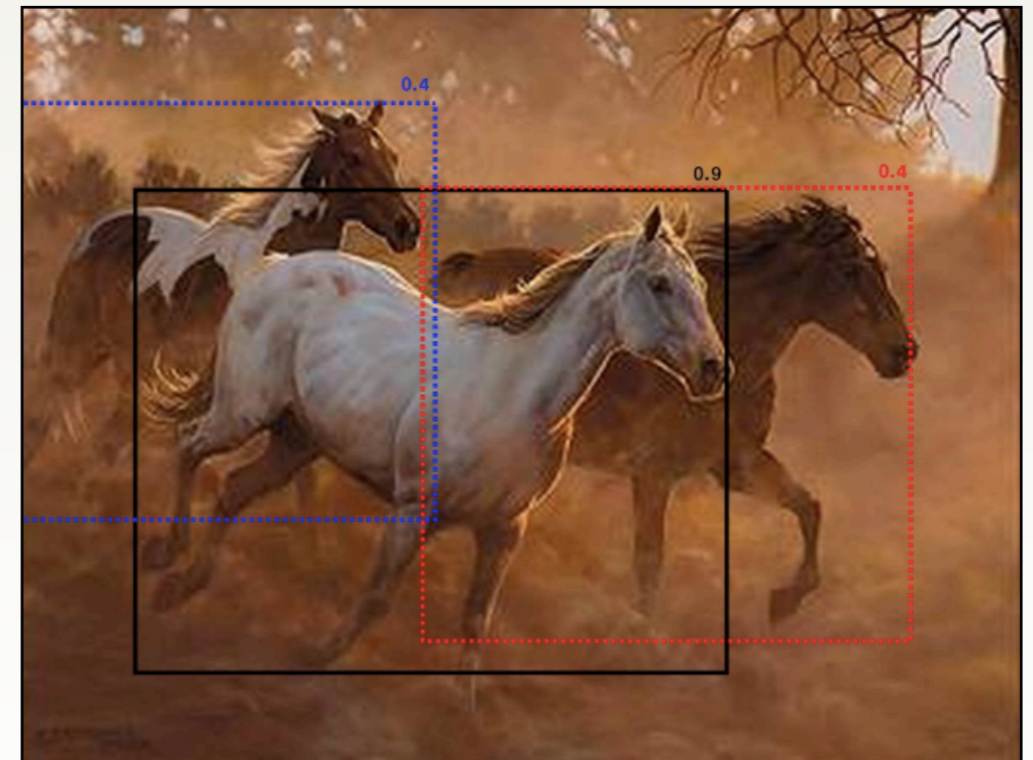
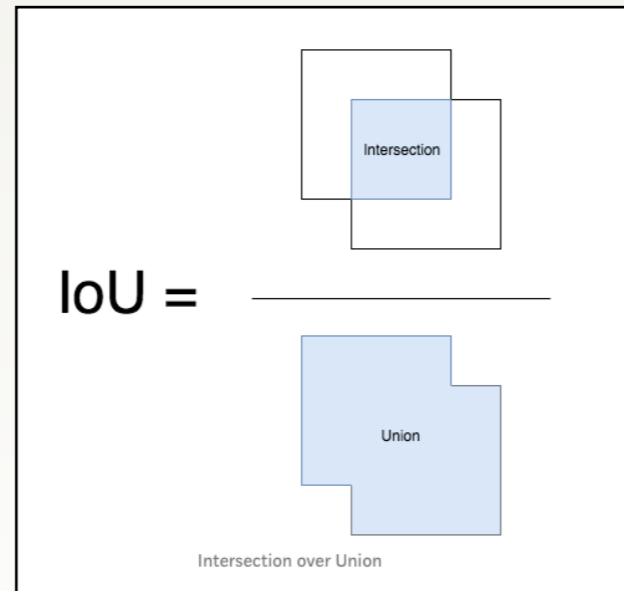
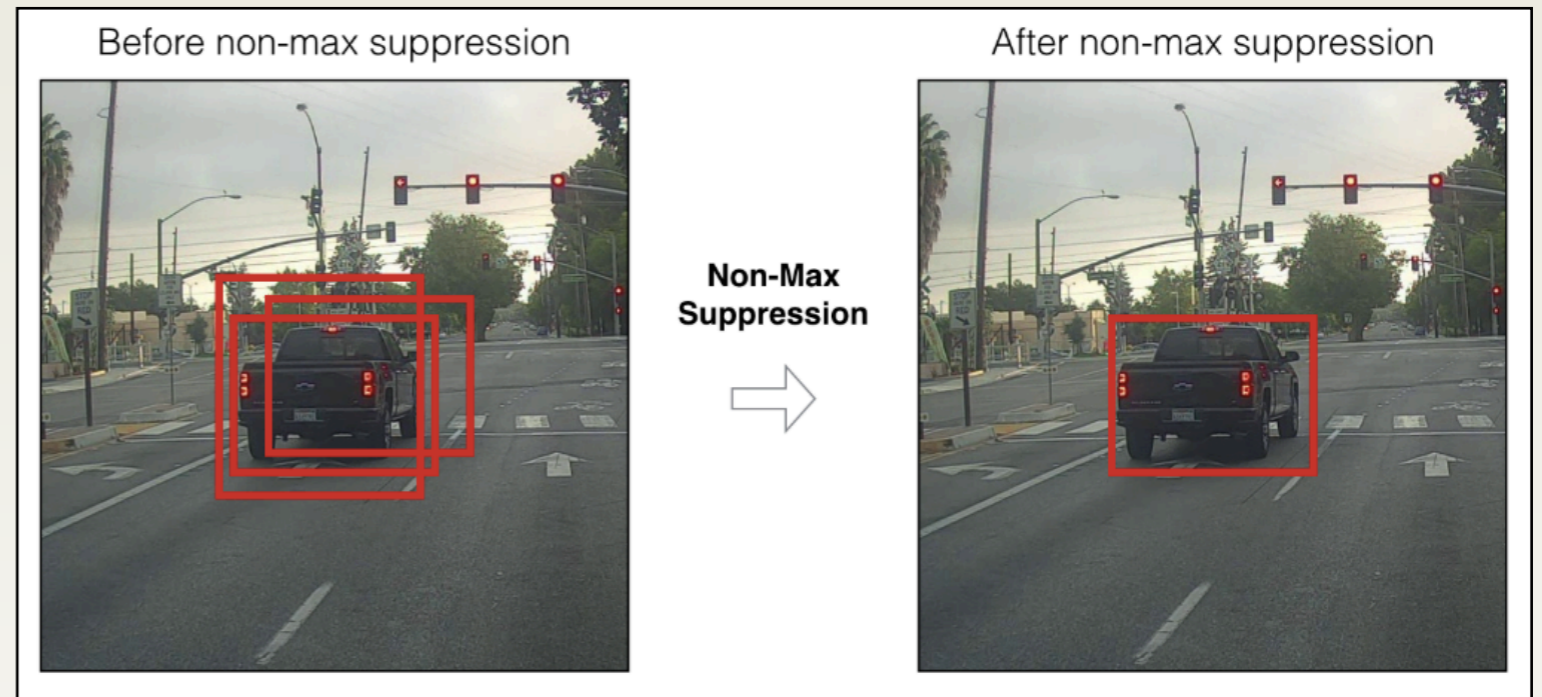
- Also predict 'center-score'
- Select highest score in the area as key point
 - ▶ **Seed identification!**
 - ▶ Heavily relies on objects to have a center: problematic for a particle
- Remaining ambiguities still need to be resolved



N. Wang et al, arXiv:1904.01355
 X. Zhou et al, arXiv:1904.07850

Non maximum suppression

- Start with highest score
- Downweight 'close' by objects using IoU (Soft NMS)
- Relies on bounding boxes
- *Not easily adaptable to particles in detectors*



Segmentation and Clustering

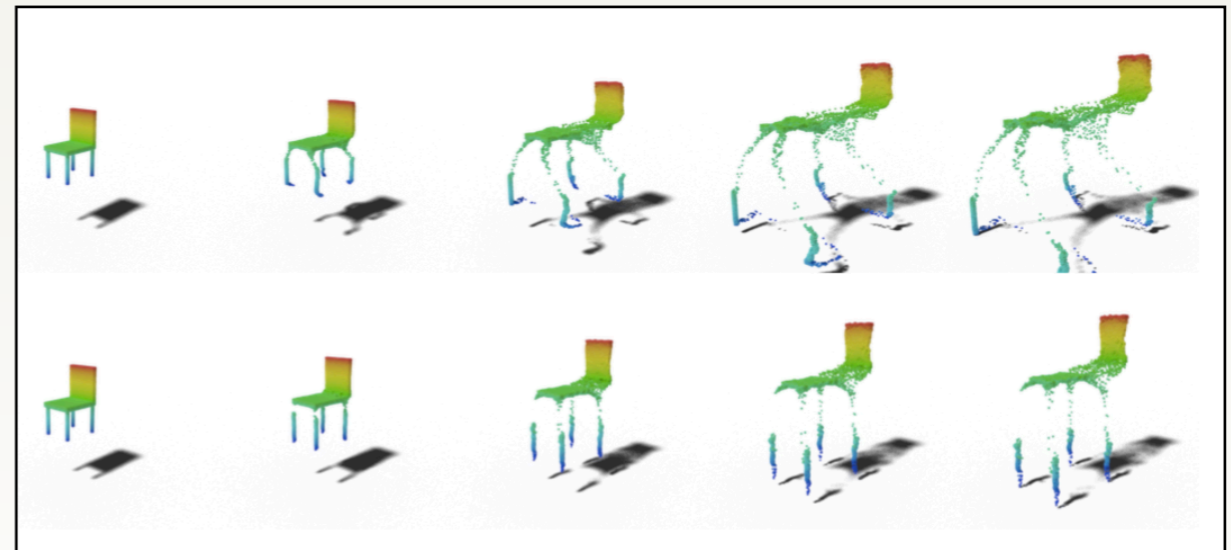
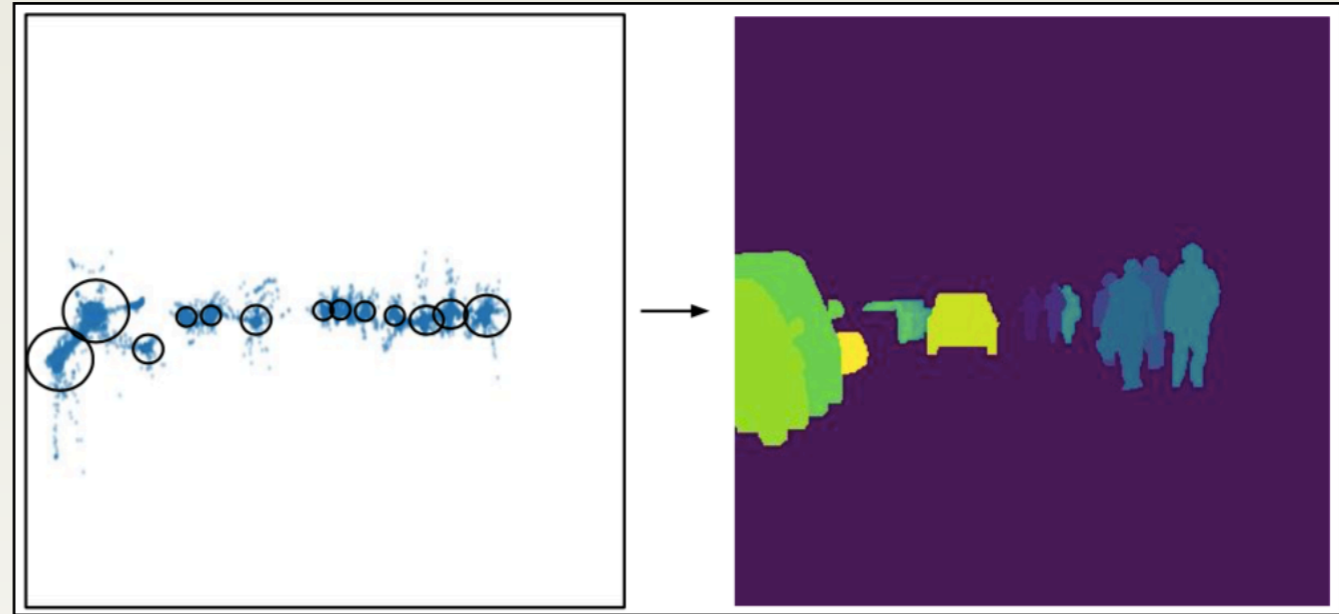
- Maximum number of objects per image/point cloud:
number of pixels/vertices
- Learn to move pixels towards the object center
- Map to Gaussian probability

$$\phi_k(e_i) = \exp\left(-\frac{\|e_i - C_k\|^2}{2\sigma_k^2}\right)$$

- Assign seed score

$$\mathcal{L}_{\text{seed}} = \frac{1}{N} \sum_i \mathbb{1}_{\{s_i \in S_k\}} \|s_i - \phi_k(e_i)\|^2 + \mathbb{1}_{\{s_i \in \text{bg}\}} \|s_i - 0\|^2$$

- Collect (from highest seeds score) around the seeds
- *'Only' performs segmentation*
- *Heavily relies on the center of an object*
 - *Problematic concept for particles*

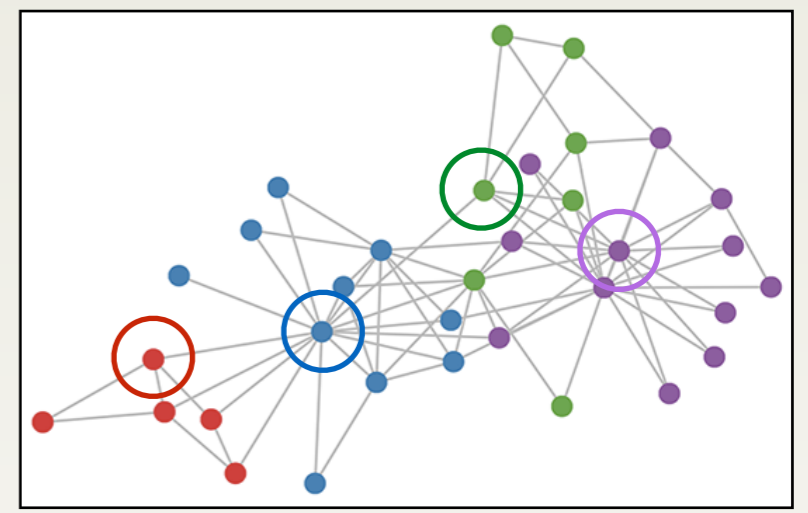


D. Neven et al, arXiv:1906.11109
B. Zhang, P. Wonka, arXiv:1912.00145

Object condensation

- Aim

- ▶ Determine object properties (e.g. particle 4 momenta, ID) (graphs, images, ...)
- ▶ Aggregate all object properties in representative 'condensation point'
- ▶ Detach input space (3D/4D/5D) from output space
- ▶ Resolve ambiguities without IoU (boxes) concept
- ▶ Allow for fractional/ambiguous assignments



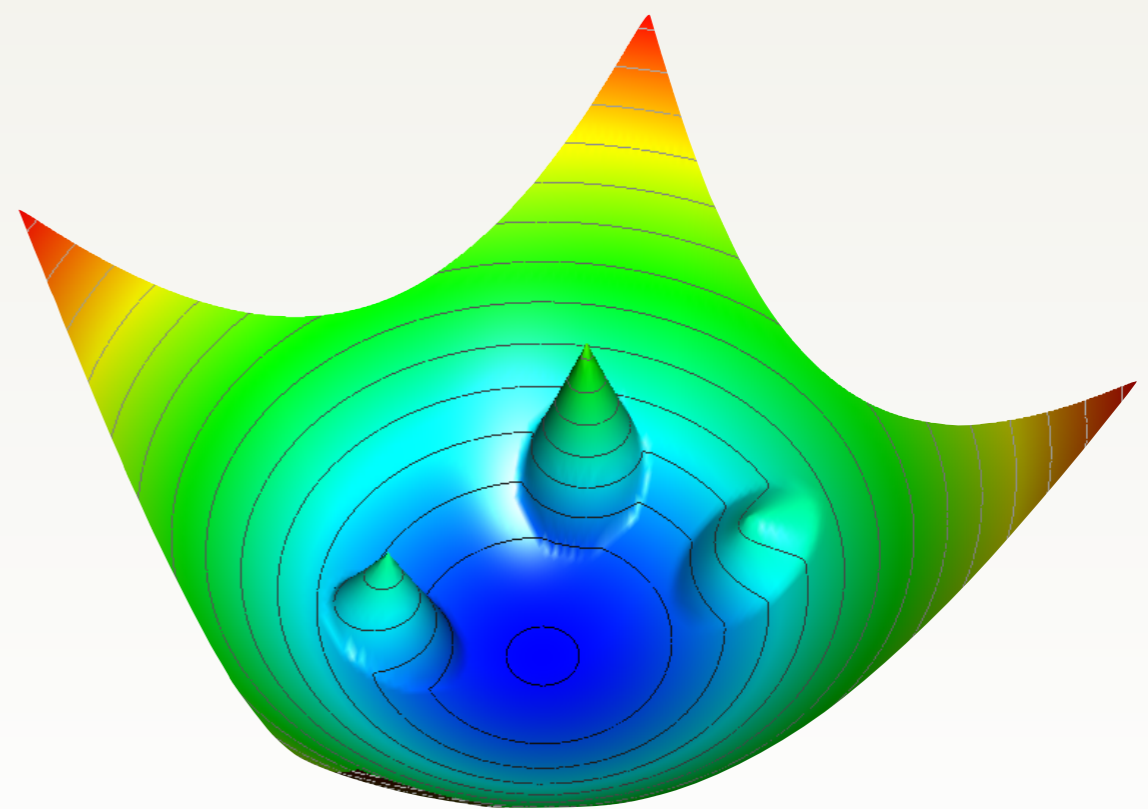
- Define truth:

- ▶ Assign each vertex to one object (e.g. highest fraction)
- ▶ Assign all object properties to each assigned vertex

- Predict per vertex

- ▶ Object properties
- ▶ Confidence β (linked to a "charge" q)
- ▶ Cluster coordinates x

$$q_i = \operatorname{arctanh}^2 \beta_i + q_{\min}$$



- Define charge, attractive and repulsive potential

JK, arxiv:2020.03605

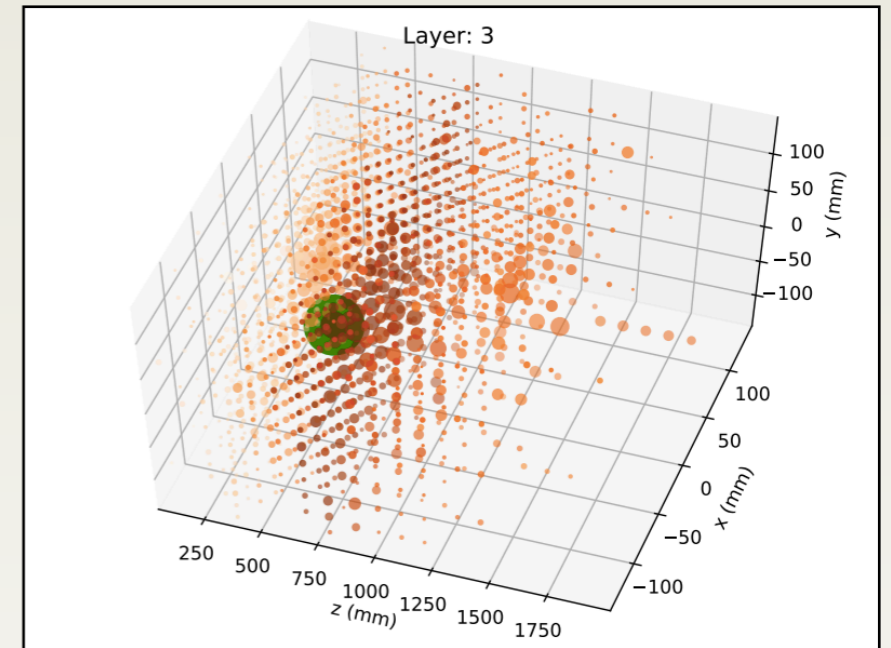
Condensate and predict

$$\check{V}_k(x) = ||x - x_\alpha||^2 q_{\alpha k}, \text{ and}$$

$$\hat{V}_k(x) = \max(0, 1 - ||x - x_\alpha||) q_{\alpha k}.$$

Maximum charge vertex for object k

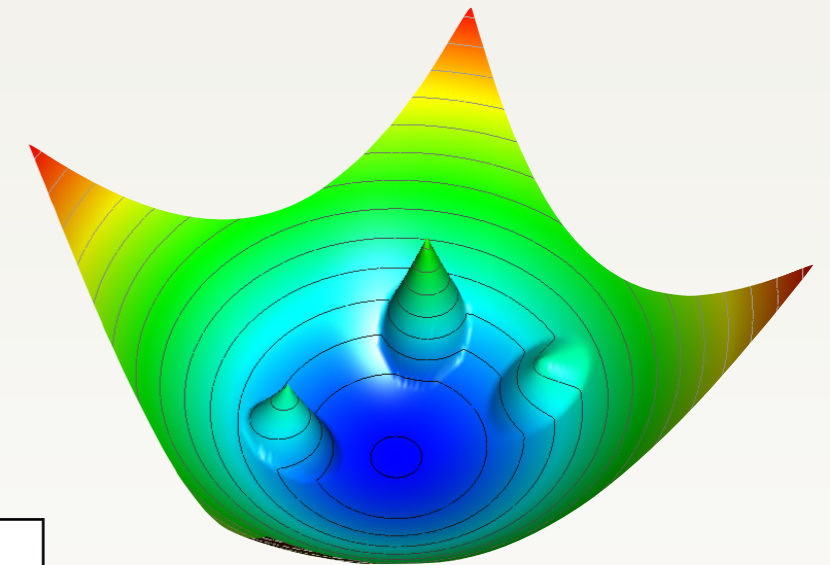
- Maximum β /charge vertices *are* center points *
- Encourage network to select one representative point per object k



$$L_\beta = \frac{1}{K} \sum_k (1 - \beta_{\alpha k}) + s_B \frac{1}{N_B} \sum_i^n n_i \beta_i,$$

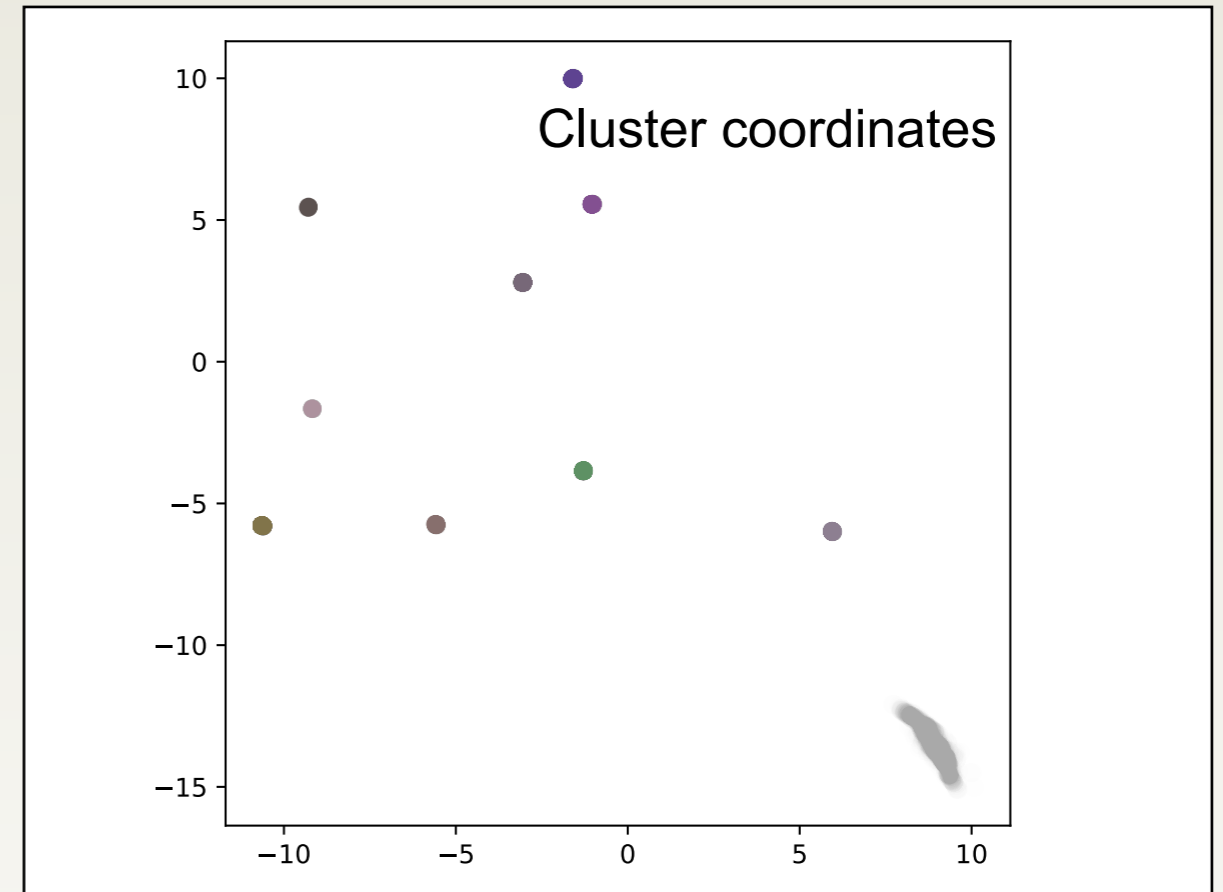
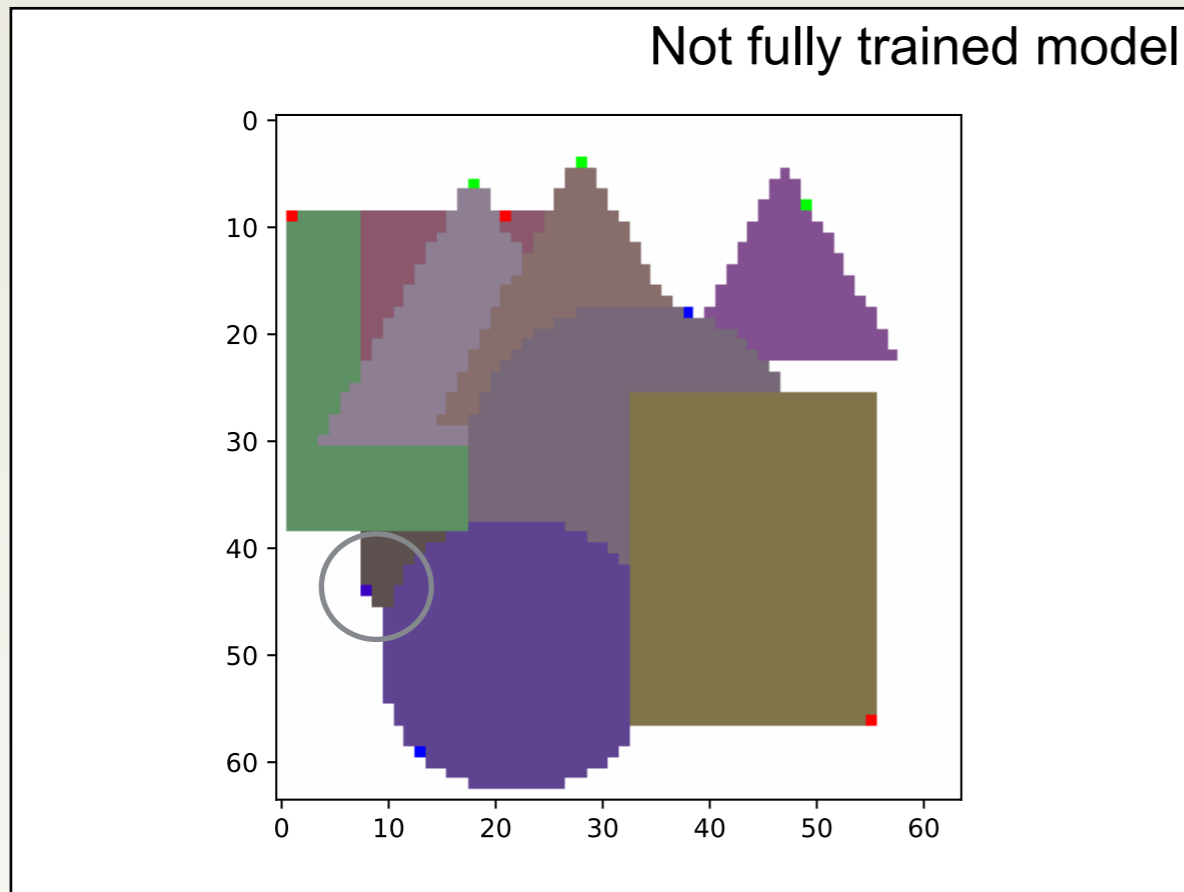
- Also weight object property loss with β

$$L_p = \frac{1}{\sum_{i=0}^N (1 - n_i) \operatorname{arctanh}^2 \beta_i} \sum_{i=0}^N L(t_i, p_i) (1 - n_i) \operatorname{arctanh}^2 \beta_i$$



- *Condensation points will carry all object properties*
- *Very natural approach for dynamic graph NN*

*NB: Removes saddle point for large N



- Inference

- ▶ Start with highest β vertex, collect points in $t_d \cong 0.9$
 - ▶ Get object properties
- ▶ Repeat until $\beta_{\min} \cong 0.1$

$$\check{V}_k(x) = ||x - x_\alpha||^2 q_{\alpha k}, \text{ and}$$

$$\hat{V}_k(x) = \max(0, 1 - ||x - x_\alpha||) q_{\alpha k}.$$

- Object condensation allows to predict K particles from N detector inputs

- ▶ Paves the way for one-stage approaches in reconstruction
- ▶ 'Just' needs to be combined with the networks proven to work well

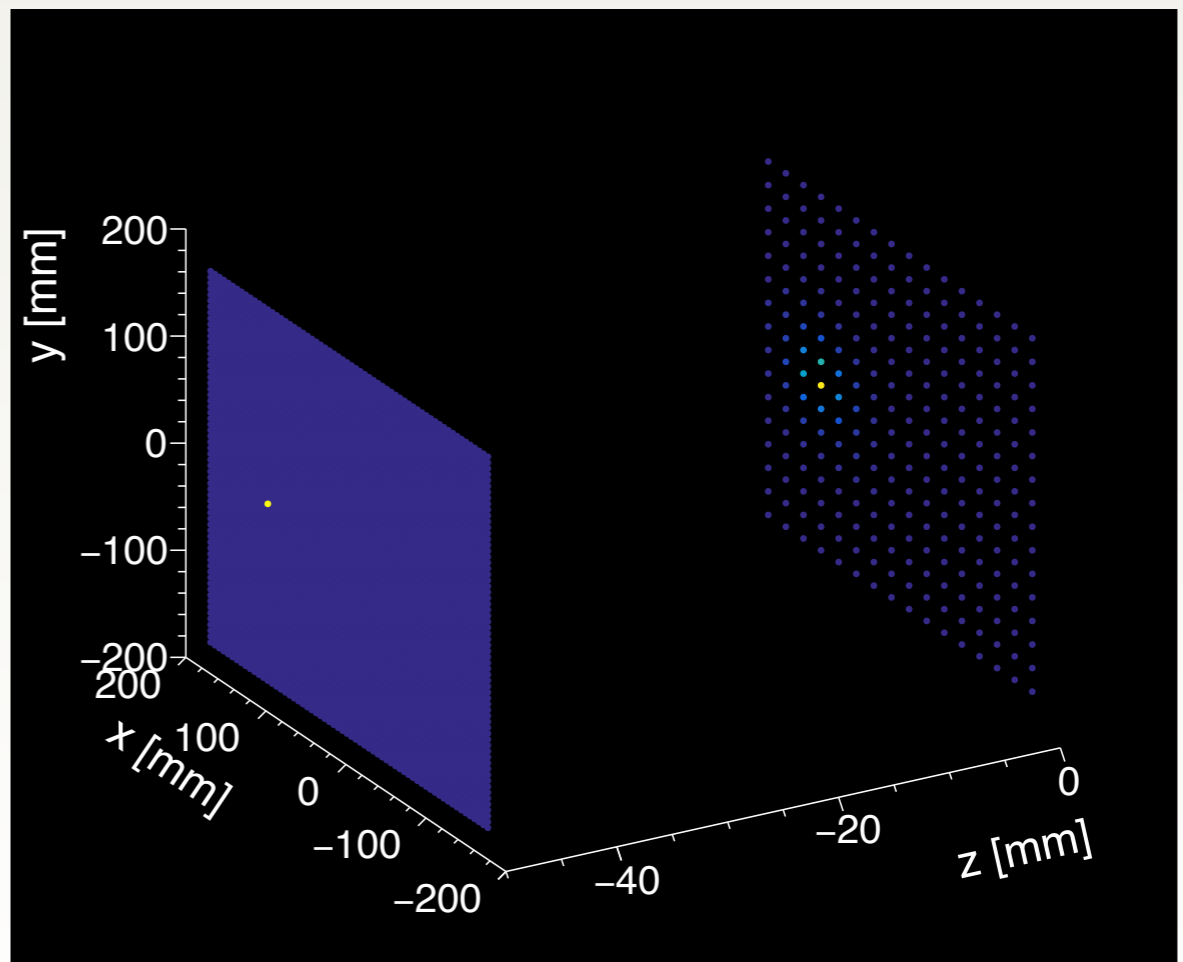
- Simplified detector
 - ▶ “Flat” in x,y: not curved
 - ▶ ECal: 16 x 16 cells, each 22 x 22 mm² x 26 cm lead tungstate (CMS ECal)
 - ▶ No magnetic field
 - ▶ “Tracker”: 300μm silicon 5.5 x 5.5 mm² sensors, placed 5 cm in front of calorimeter
 - ▶ Assign Gaussian smeared track momentum to highest energy hit
 - rel. resolution = $((p/100.)*(p/100.)*0.04 + 0.01)$

- Shoot electrons and photons (50/50)
 - ▶ E = 1 - 200 GeV
 - ▶ x,y random between -14 and 14 cm

- 1-9* particles per event
 - ▶ Discard particle if no sensor can be found where it leaves the highest fraction

* for evaluation up to 15
 for cluster calibration 1
 for jets up to 25
 (later)

Geometry



Baseline: CMS PFAlgo

- Taken only the EM part, stripped of Brem recovery etc

All numbers from PF paper
[arxiv:1706.04965]

- Calo seeding

- ▶ Discard depositions below 80 MeV
- ▶ Find deposits over 230 MeV
- ▶ Set as seed if all adjacent 8 deposits have lower energy
- ▶ Additional track driven seeds
 - ▶ Set any calorimeter cell with a track in the cell area as seed

$$f_{ji} = \frac{A_i e^{-(\vec{c}_j - \vec{\mu}_i)^2 / (2\sigma^2)}}{\sum_{k=1}^N A_k e^{-(\vec{c}_j - \vec{\mu}_k)^2 / (2\sigma^2)}}.$$

- No topo clustering!

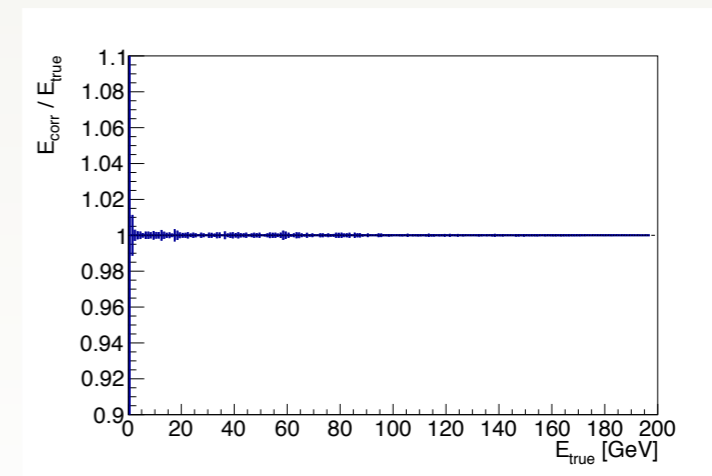
- Calo clustering for each seed

- ▶ Discard depositions below 80 MeV
- ▶ Iterative likelihood ($\sigma=15\text{mm}$) maximisation
 - ▶ Energy
 - ▶ Position

$$A_i = \sum_{j=1}^M f_{ji} E_j, \quad \vec{\mu}_i = \sum_{j=1}^M f_{ji} E_j \vec{c}_j \frac{1}{\sum_k E_k}$$

- Calo cluster calibration

- ▶ Use a sample of 100k single particles and calibrate in bins of 1 GeV for perfect response (by construction)



- Linking **

- ▶ For each **track** find the cluster with the closest distance
- ▶ Hard cut-off: 22 mm (cell size) **
- ▶ Can lead to multiple tracks per cluster

Tracks here are never fakes

- Built PF candidates from calo clusters

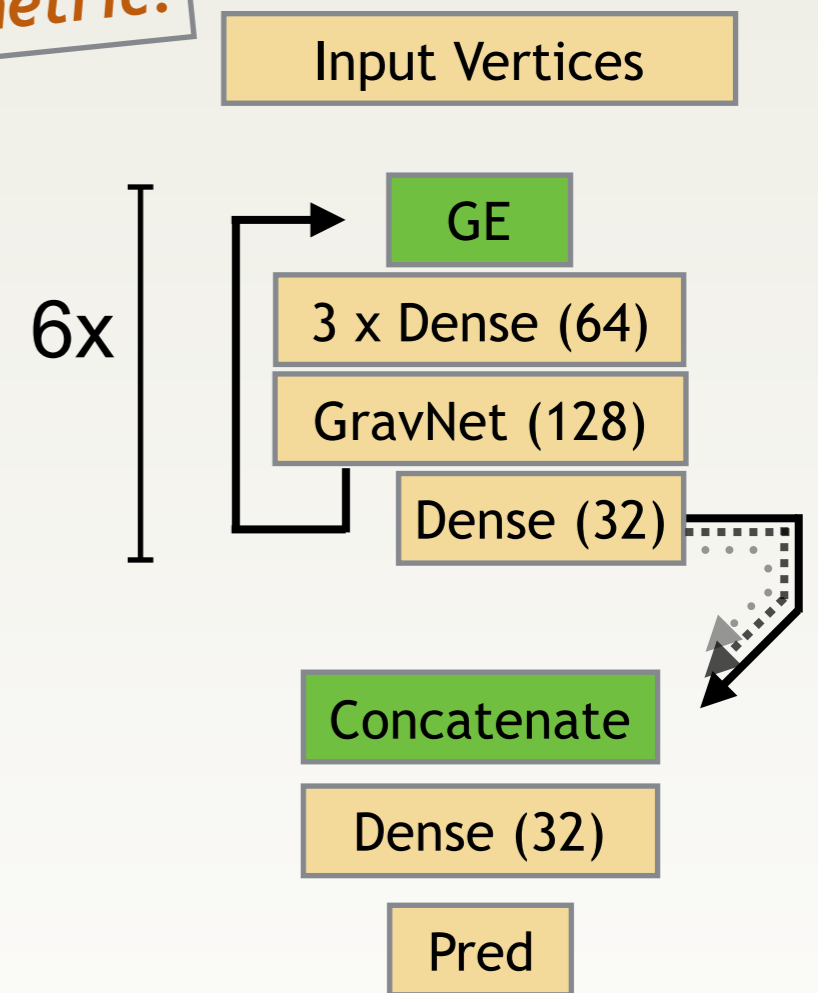
- ▶ If no track linked: use calo cluster energy and position
- ▶ Track linked
 - ▶ Momentum compatible within 1 sigma ($\Delta_{\text{calo}} \oplus \Delta_{\text{track}}$):
Momentum: resolution weighted mean
Position: 67% track position, 33% cluster position
 - ▶ Not compatible and calo excess > 500 MeV:
assign track momentum/position,
generate **new cluster** from excess at calo cluster position
 - ▶ If another track linked to remaining new cluster: repeat,
otherwise generate photon **

** different from base PFAlgo,
because it led to better results

Object Condensation approach

- Truth:
 - Assign particle properties to vertex with highest fraction
- Select 200 highest energy deposits/tracks
- Use rather standard GravNet [1]
 - 10 neighbours, 4 space dimensions, 64 features to be exchanged
 - Nothing ragged
- Predict:
 - OC Clustering space
 - OC Confidence beta
 - Position (offset w.r.t. sensor position)
 - Energy = Momentum (correction factor w.r.t. sensor energy)
- Sample: 1.7M events, 1-9 particles per event
 - Trained for 110 epochs, learning rate decrease after 20 epochs
- Set minimum OC clustering charge to 0.1 (less segmentation focus)

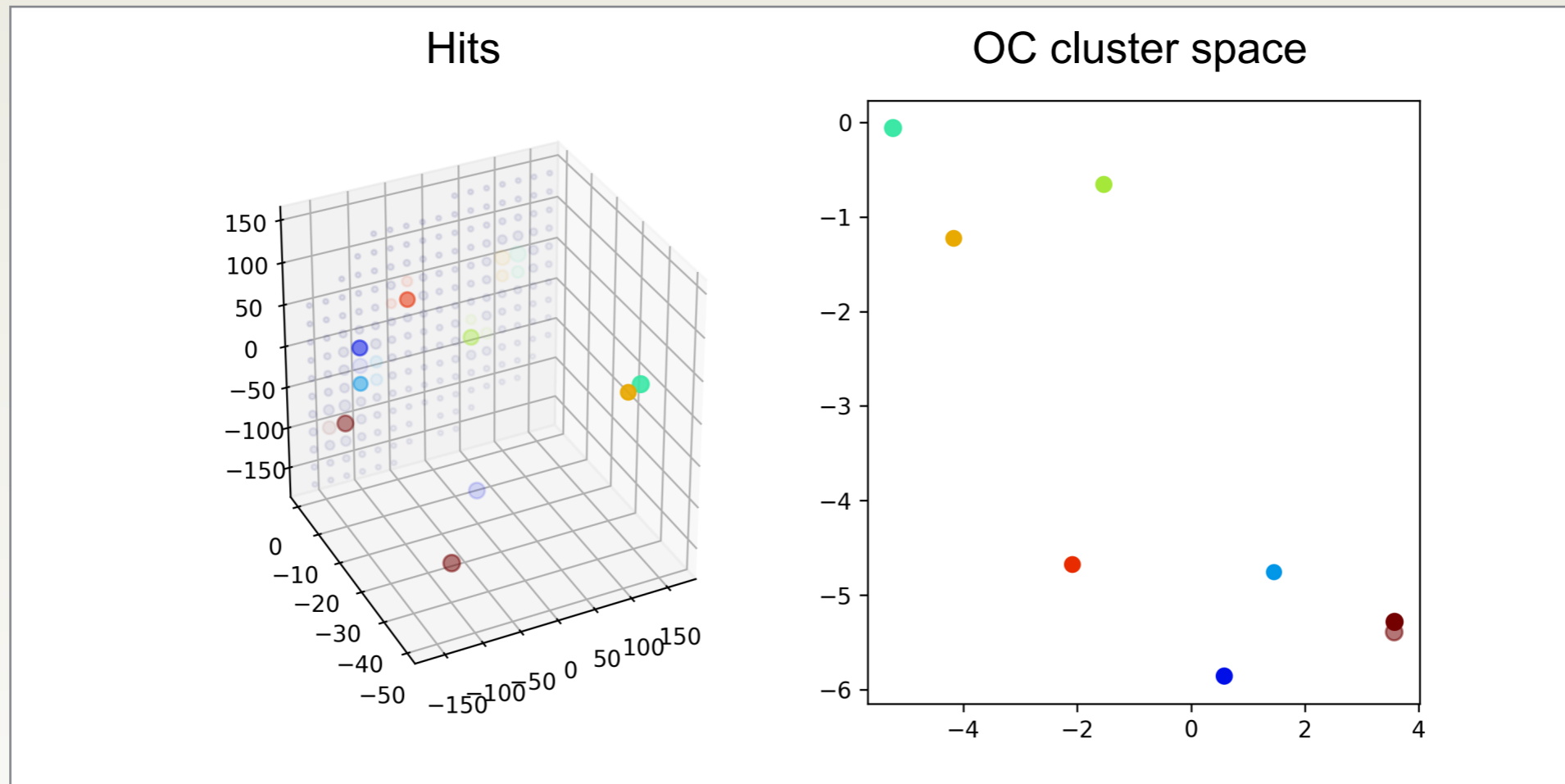
Now in torch_geometric!



[1] S.Qasim, JK, et al, 1902.07987, EPJC (2019)

https://pytorch-geometric.readthedocs.io/en/latest/modules/nn.html#torch_geometric.nn.conv.GravNetConv

Segmentation / Postprocessing

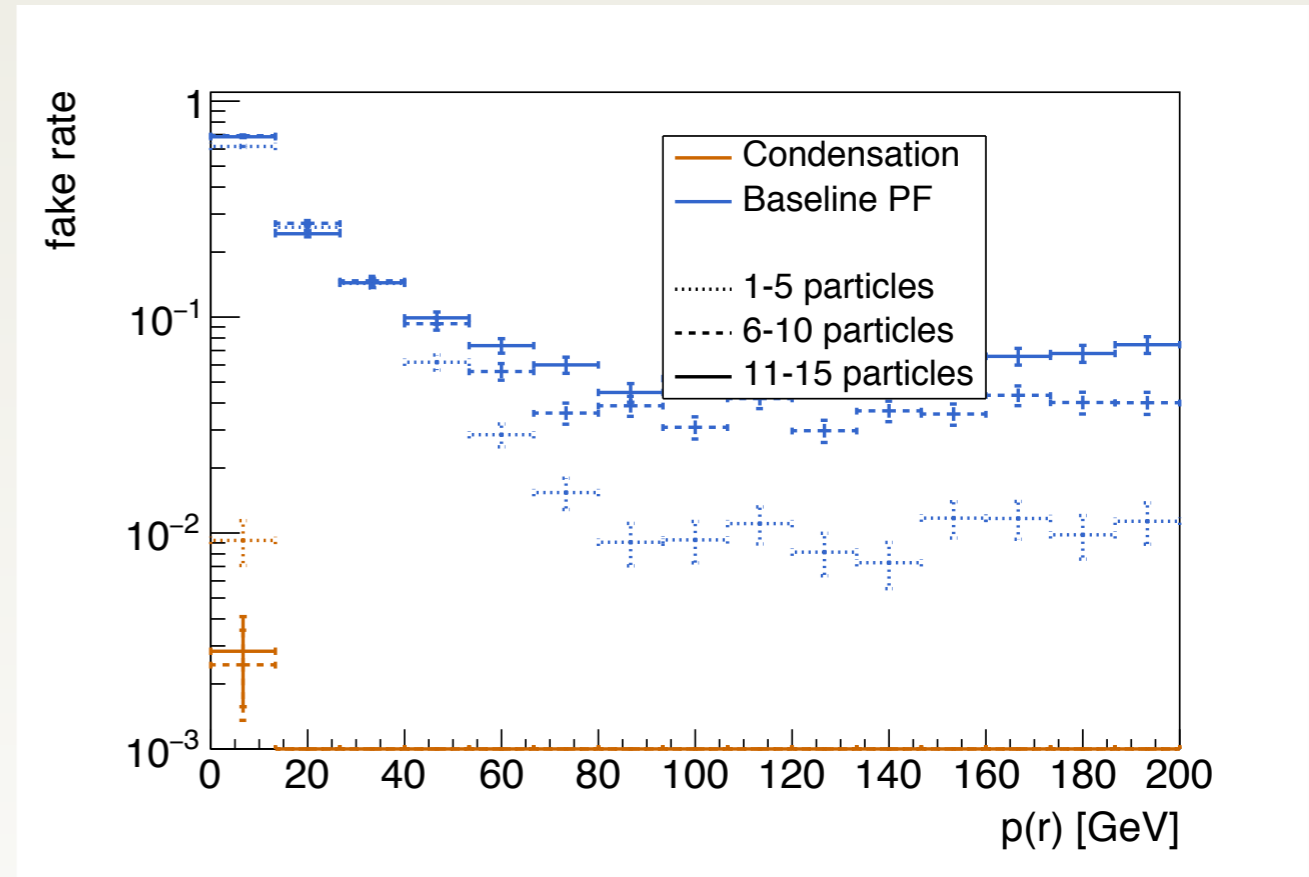
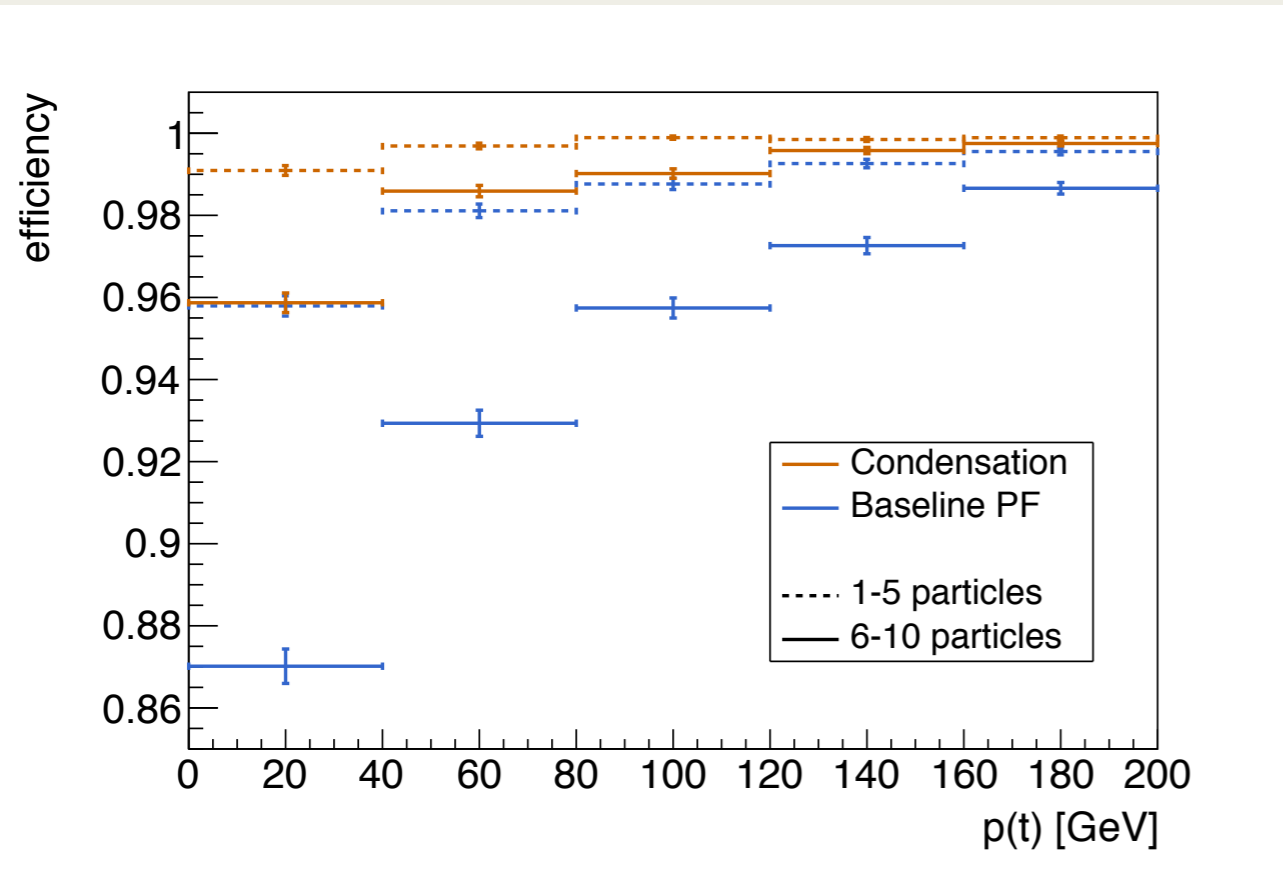


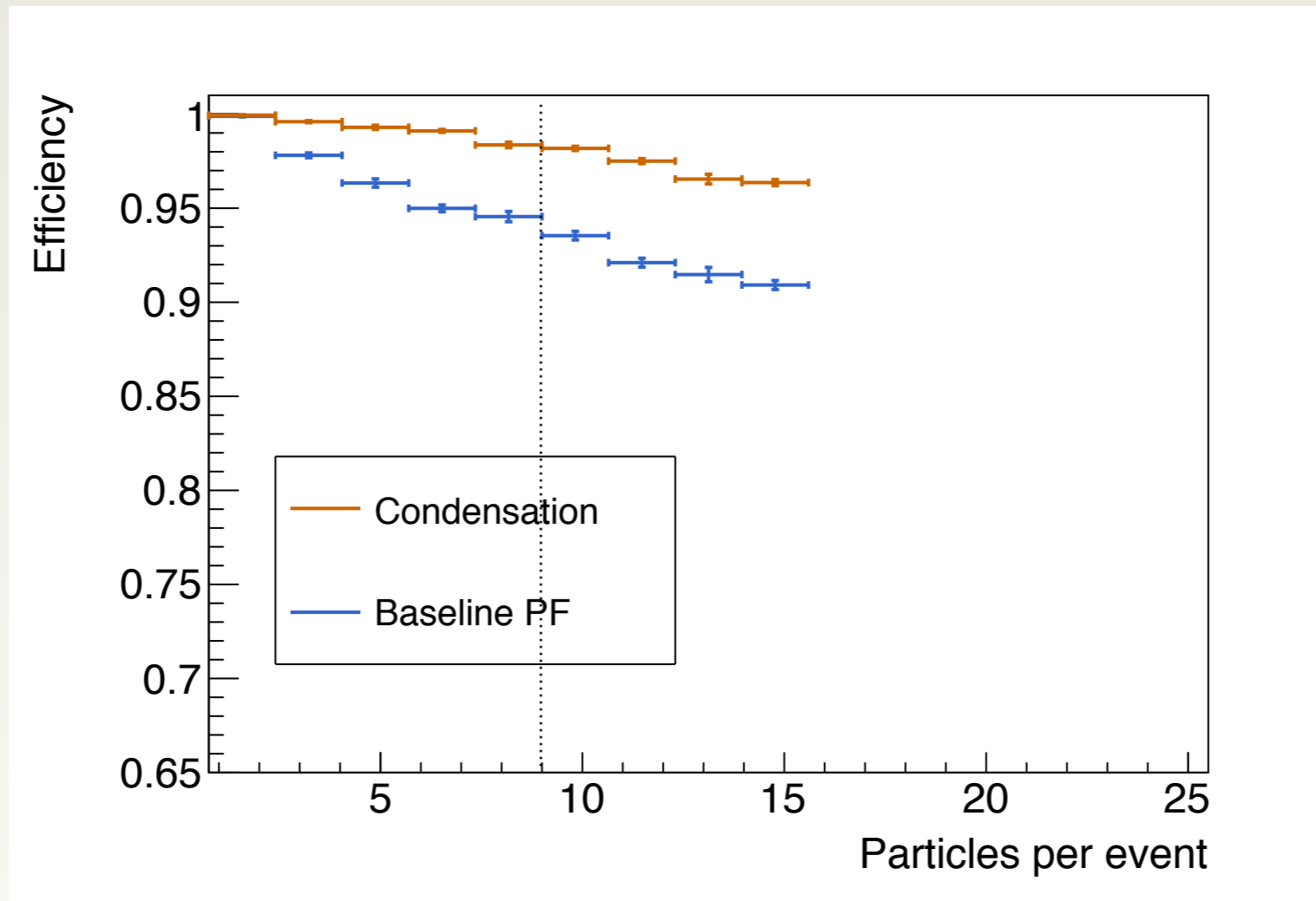
- Start with highest β vertex, collect points in $td \cong 0.8$
- Get object properties
- Repeat until $\beta_{\min} \cong 0.1$

Truth matching

- For object condensation: match remaining with ground truth on cell-by-cell/track-by-track basis
 - For PF:
 - ▶ If particle has track associated match via track truth, match directly, mask candidate and truth
 - ▶ For remaining truth try to find a reconstructed candidate
 - ▶ Within distance of 3 cells (3*22mm)
 - ▶ Within $|E_r / E_t - 1| < 0.9$
 - ▶ Match reco candidate that has smallest d
- $$d = \Delta x^2 + \Delta y^2 + \frac{22}{0.05} \left(\frac{E_r}{E_t} - 1 \right)^2$$
- For all unmatched remaining truth particles record properties (efficiency)
 - Same for reconstructed candidates (fake rate)
-
- Test sample 1: same configuration as training sample but up to 15 particles per event

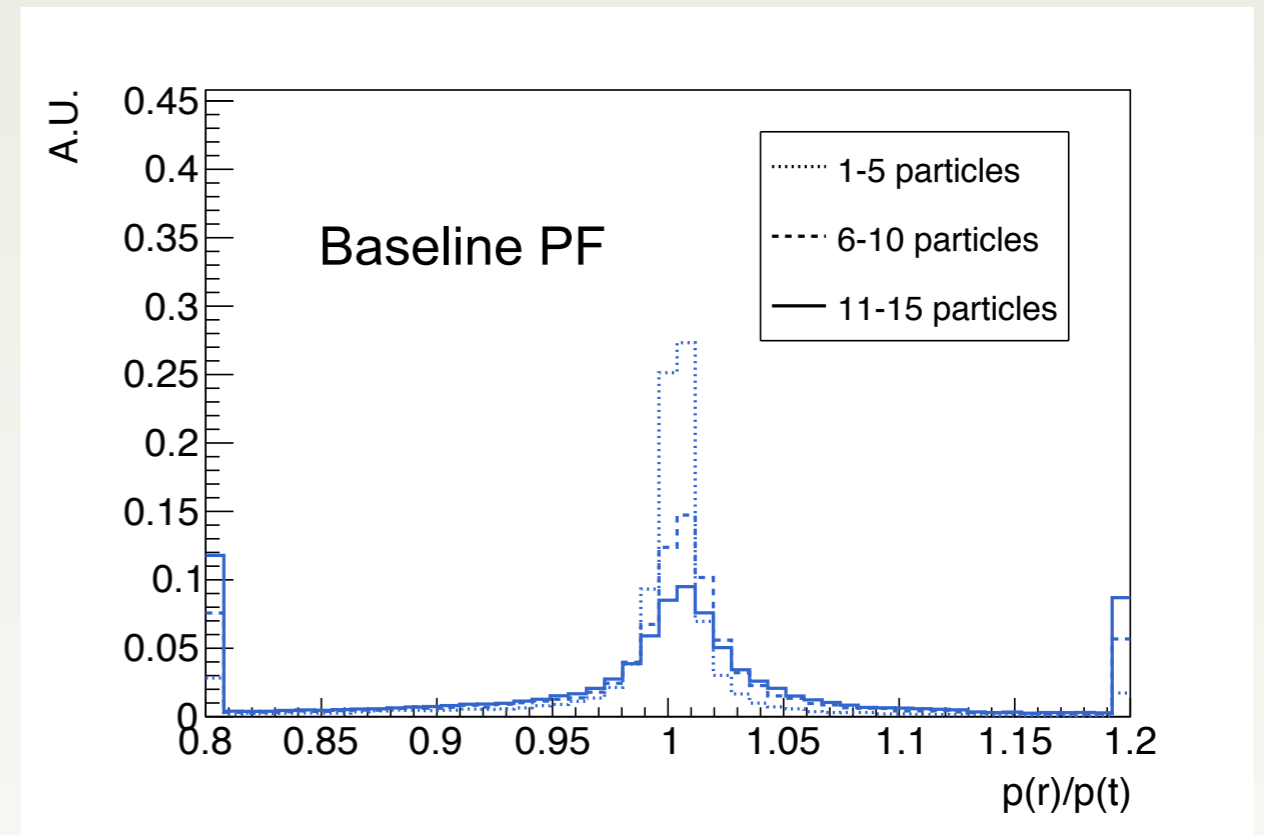
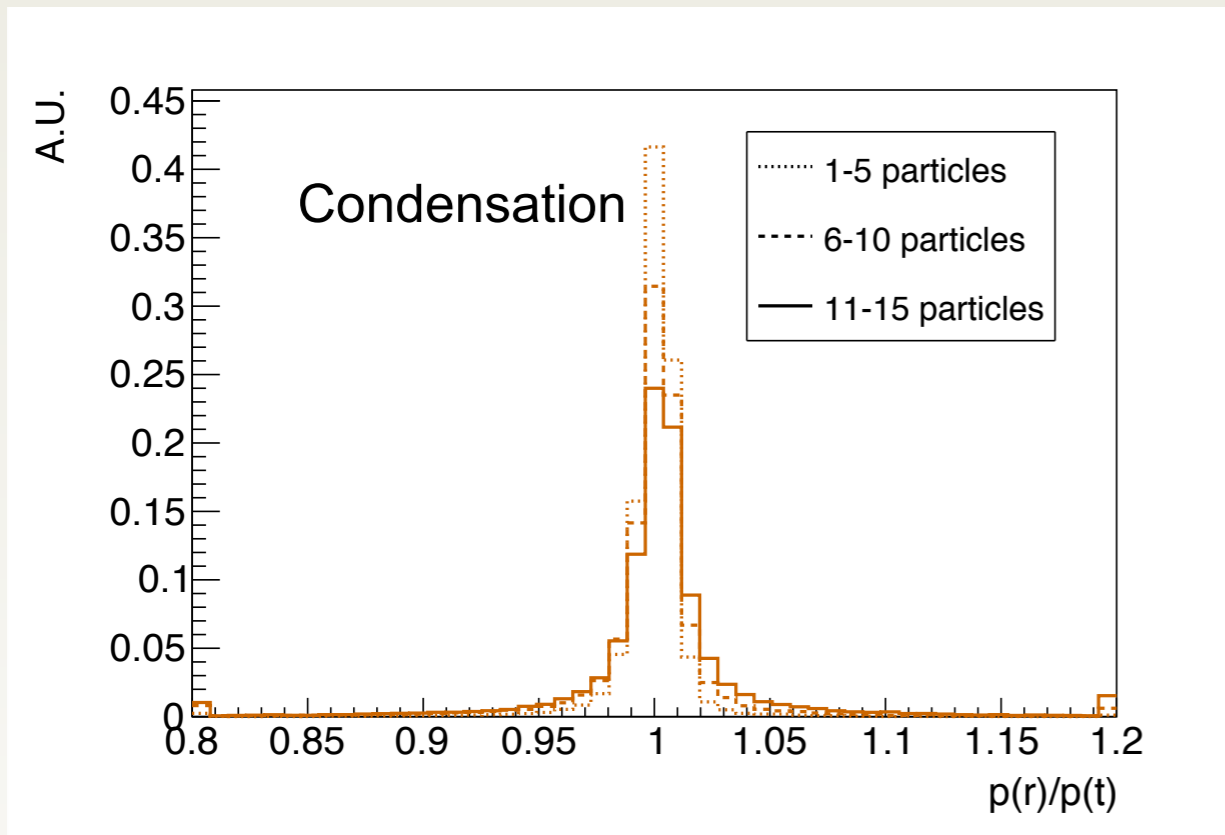
Efficiency / Fakes





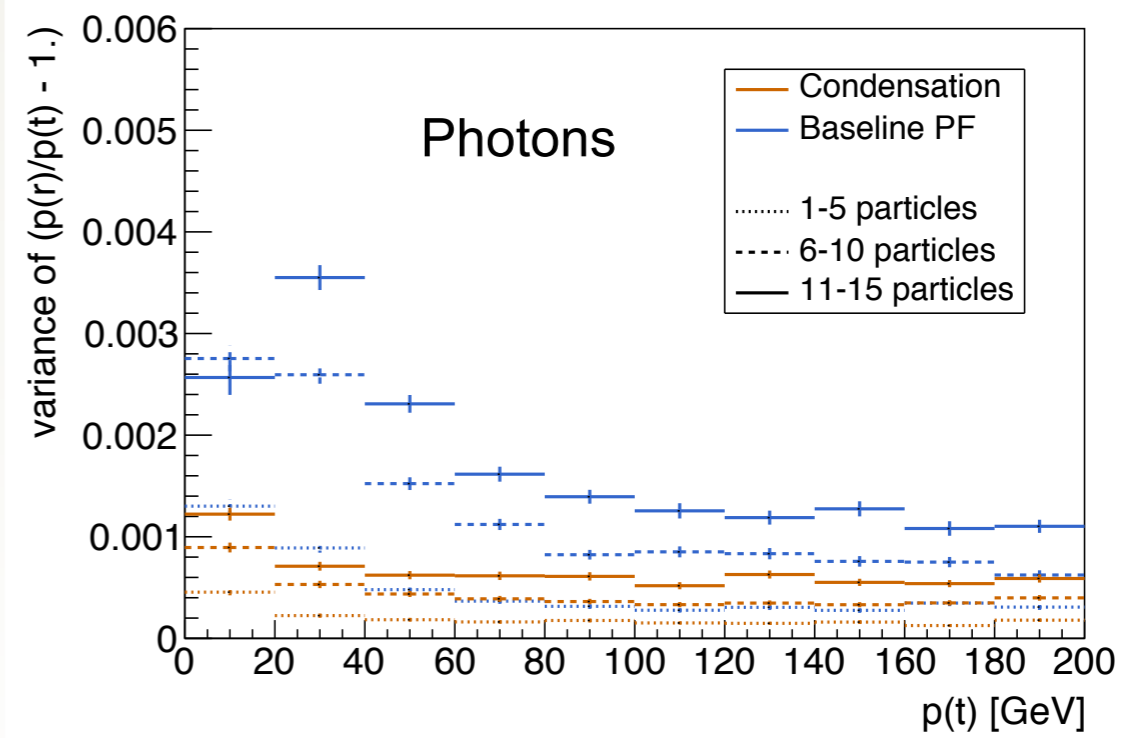
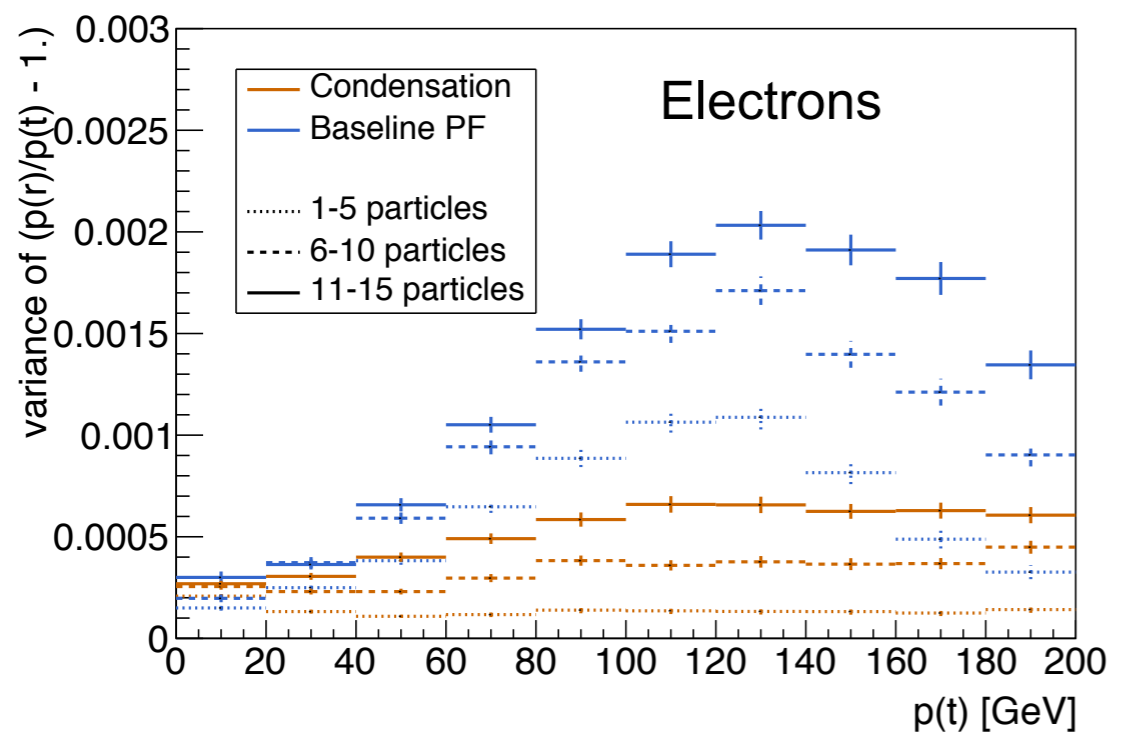
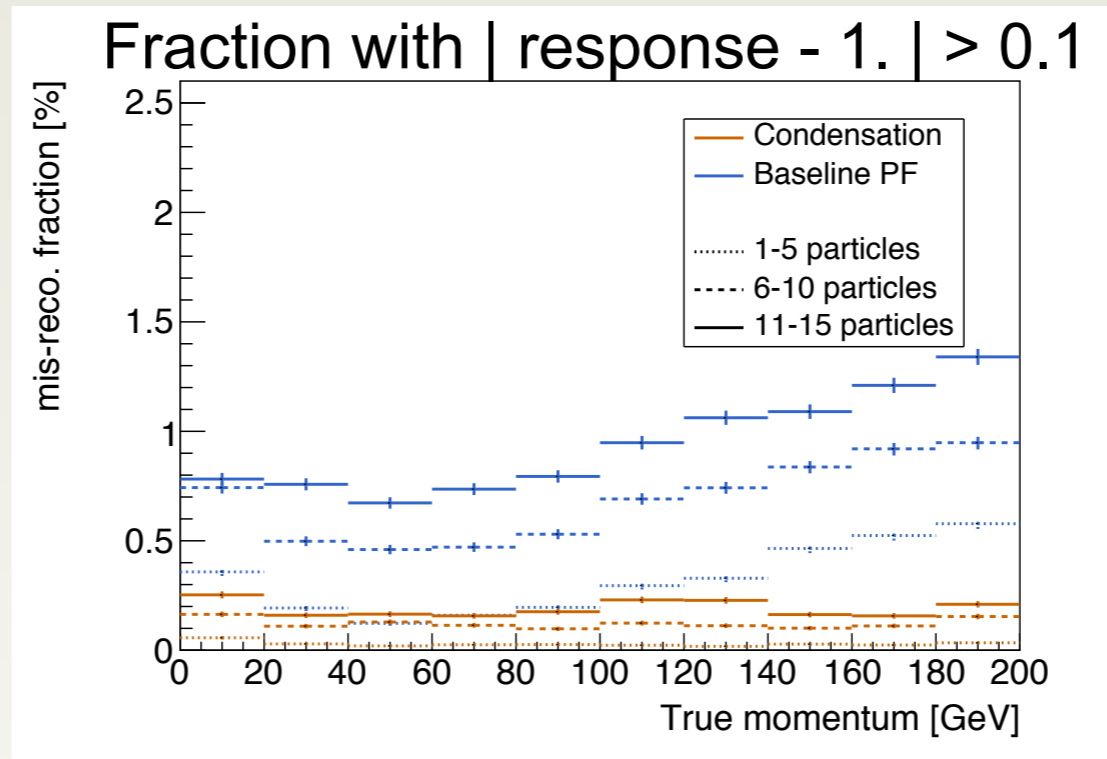
- Efficiency decreases with number of particles per event
- **The extrapolation beyond the training conditions (9 particles) works perfectly!**
 - OC loss and GravNet are inherently *local*, no ‘number of particles per event’ was learnt

Response



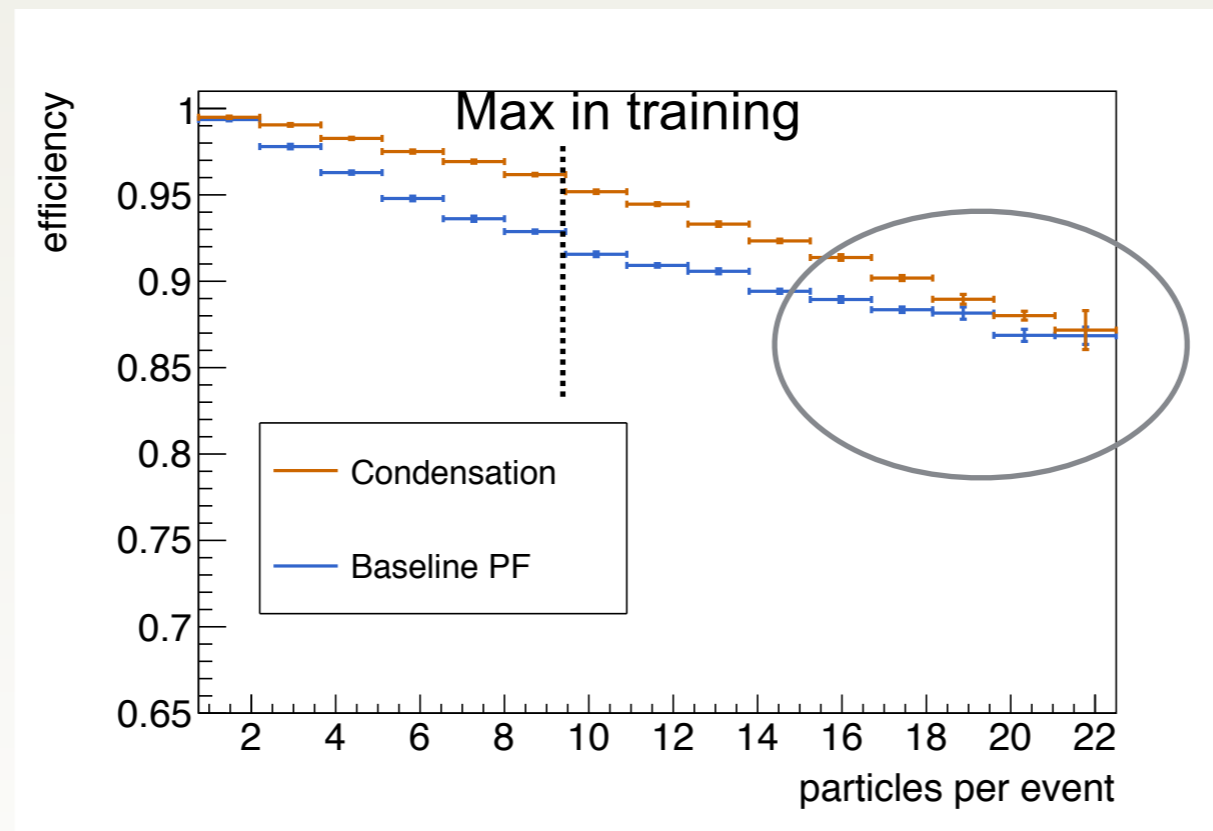
- For variance (next plots) just take into account $| \text{response} - 1. | < 0.1$

Response variance



“Jet” properties

- Generate jet-like sample
 - ▶ Create particles (50/50 photons/electron) using exponentially falling energy spectrum ($\exp(-\ln(300) * E/\text{GeV})$)
 - ▶ Randomly pick N particles, with N being Poisson distributed around an average of M (M being drawn from a uniform distribution with $M \leq 15$)
 - ▶ Gives jets proxies between a few GeV up to about 300 GeV, with a poisson distributed number of particles for fixed energy

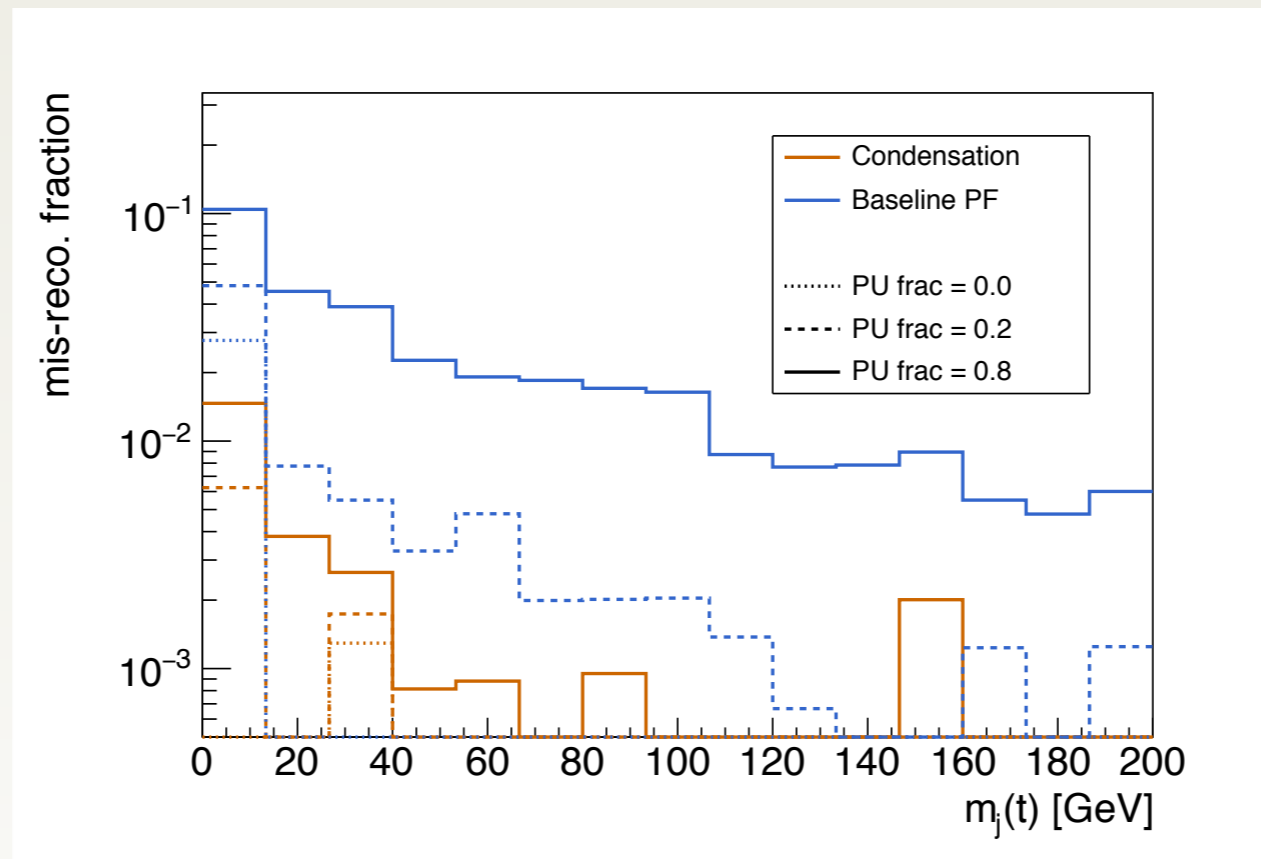


For PF, truth matching starts to fail
 -> will look at “jet” properties
 so doesn't matter

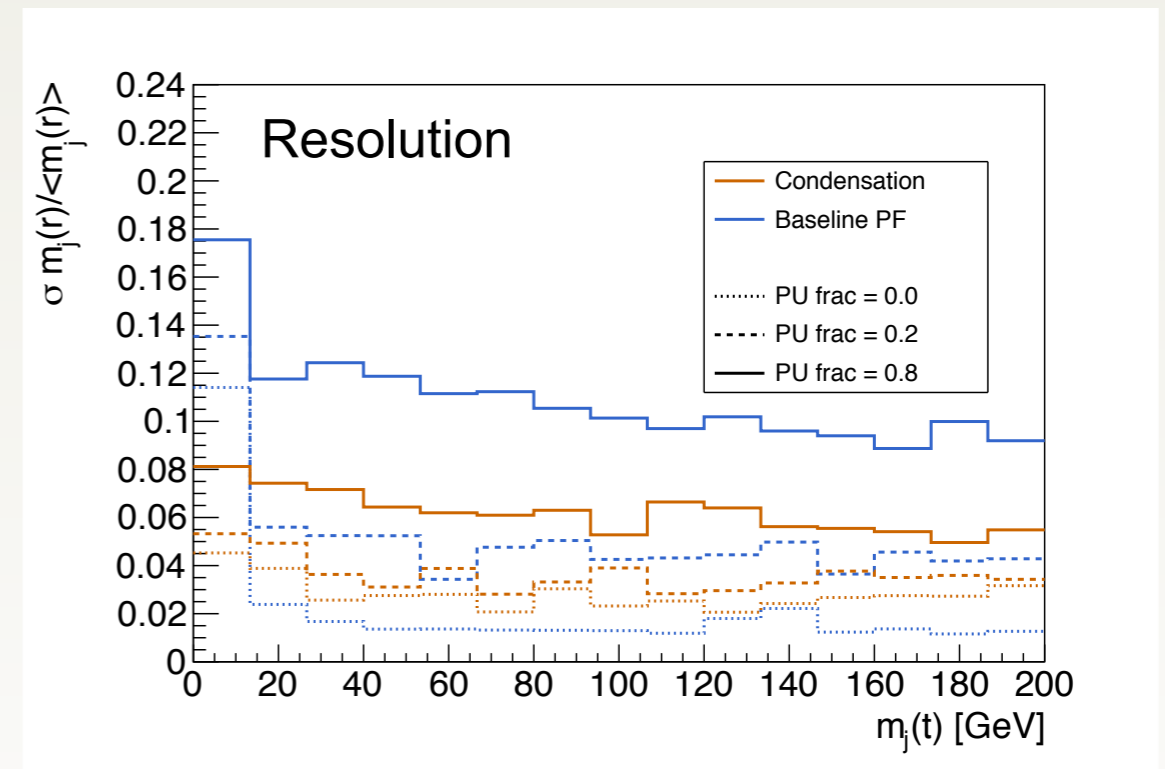
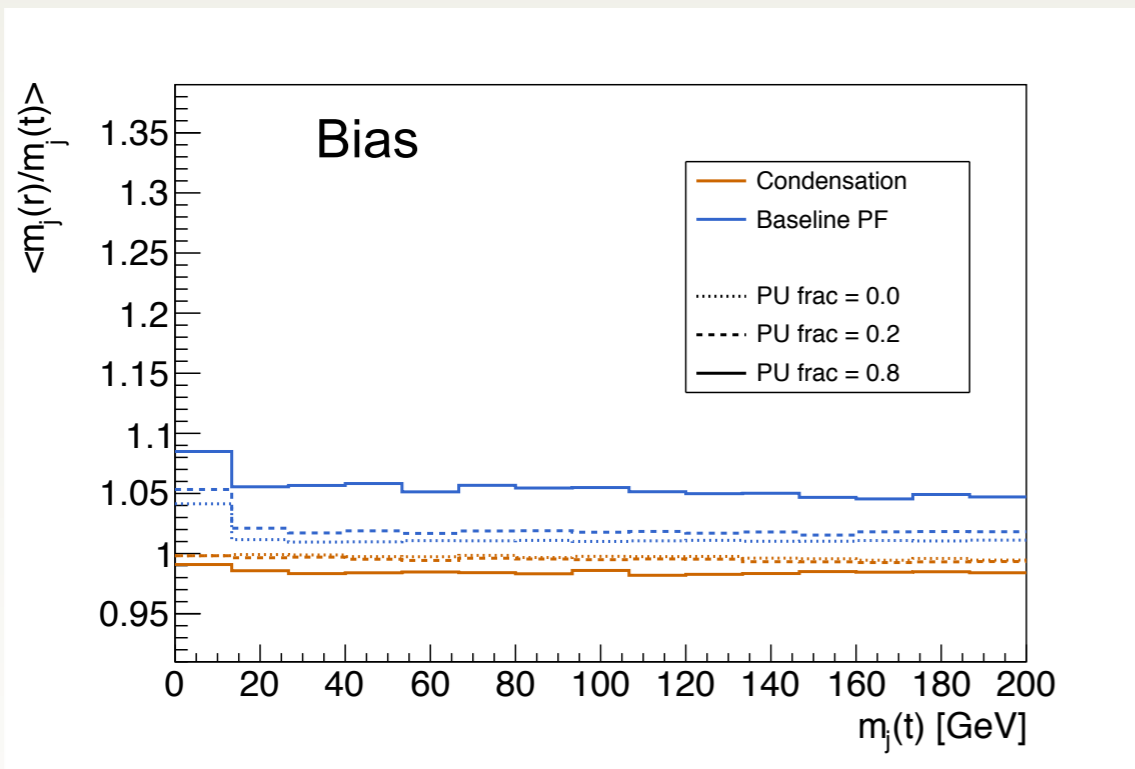
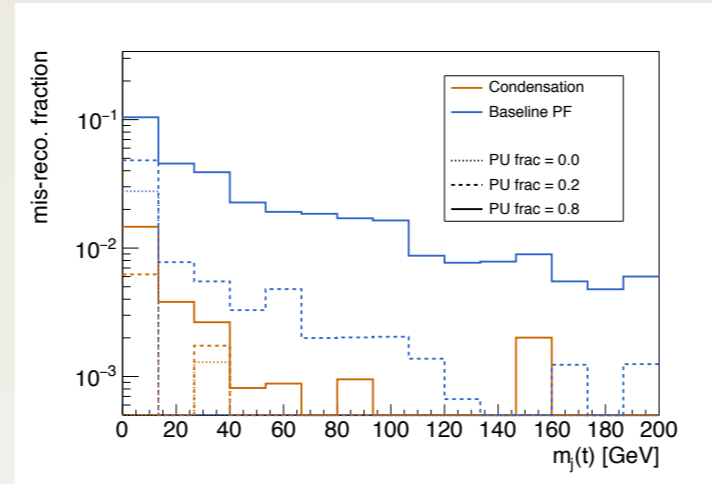
- Excellent behaviour for significantly larger particle densities than seen in the training!
 - ▶ Also true for other distributions

Jet mass response

- Do not consider misreconstructed events with $| \text{response} - 1. | > 0.5$
- Simulate pileup subtraction (CHS) by removing a fraction of electrons (truth matching works because of track) = "pileup fraction"



Jet mass resolution



- Standard PF does very well for 0 PU fraction (since it has built-in energy conservation)
- With higher PU fraction identification of individual particles way more important
 -> object condensation starts to be much better, in particular at low momenta

Summary

- **Object condensation allows to predict properties of an unknown number of object in image, point clouds, graphs, ... with *one-stage* detectors in detector data**
 - ▶ Removes redundancies and dependencies
- No overhead at inference time
- Particle flow application very promising compared to classic approaches, even in almost ideal environment (most convenient for the classic approach)
- **Excellent extrapolation beyond the training conditions for GravNet + object condensation model**
- More details: JK, [arxiv:2020.03605](https://arxiv.org/abs/2020.03605)