

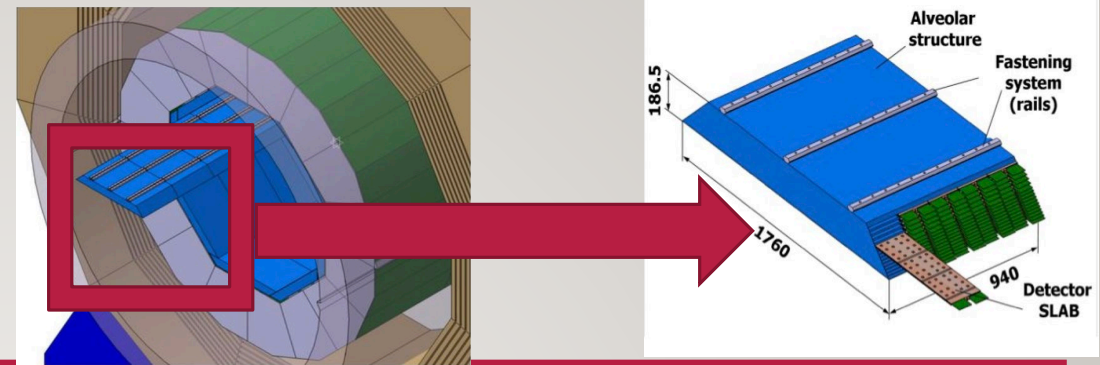
# Clustering of Calorimeter Hits with GravNet

---

Kyushu Univ.<sup>A</sup>, Osaka Univ. RCNP<sup>B</sup>, Osaka Univ. IDS<sup>C</sup>, Kyushu Institute of Technology<sup>D</sup>  
Shusaku Tsumura<sup>A</sup>, Taikan Suehara<sup>A</sup>, Kiyotomo Kawagoe<sup>A</sup>,  
Hajime Nagahara<sup>B,C</sup>, Yuta Nakashima<sup>B,C</sup>, Noriko Takemura<sup>C,d</sup>

CALICE collaboration meeting at Gottingen, 29<sup>th</sup> Mar. 2023

## 2 ILD / SiW ECAL

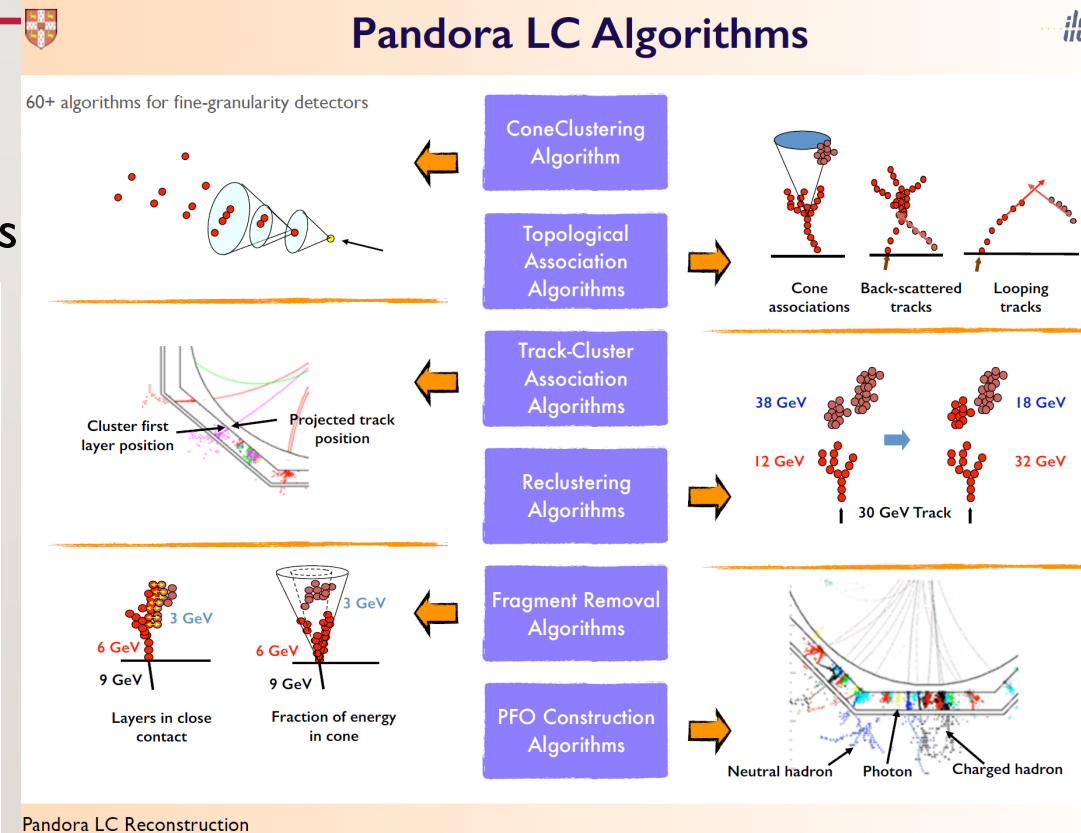
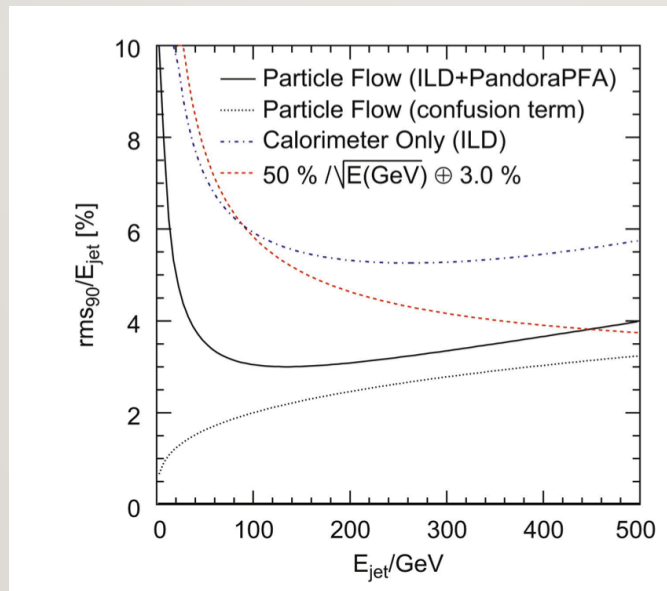


- Electromagnetic calorimeter (ECAL): Detects positions, and energy of gamma rays  
→ Higher accuracy of particle identification: PFA
- SiW ECAL equips a lot of channels ( $\sim 10^8$ ) to identify each particle.
- Sandwich structure with 30 alternating layers of Si detection layer and W absorption layer.
- W-absorbing layer: Electromagnetic shower is induced when electrons and gamma rays are incident.  
→  $\sim 24 X_0$  in total
- Feature: Moliere radius is small enough to separate each particle

# 3 Application of Deep Learning to PFA

- Current PFA algorithm : PandoraPFA  
→ The pattern recognition based on the human-tuned parameters

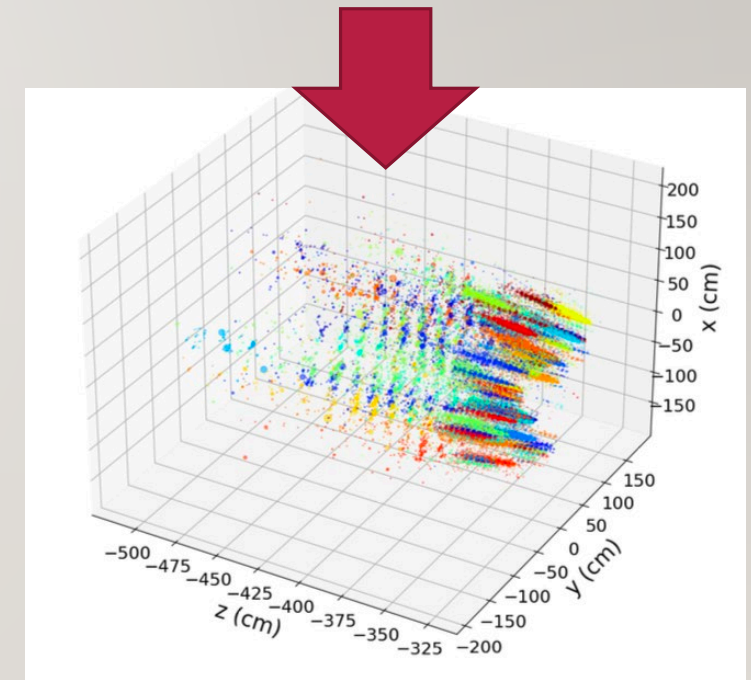
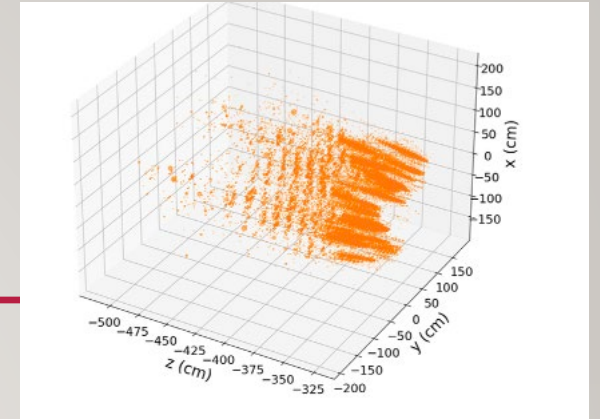
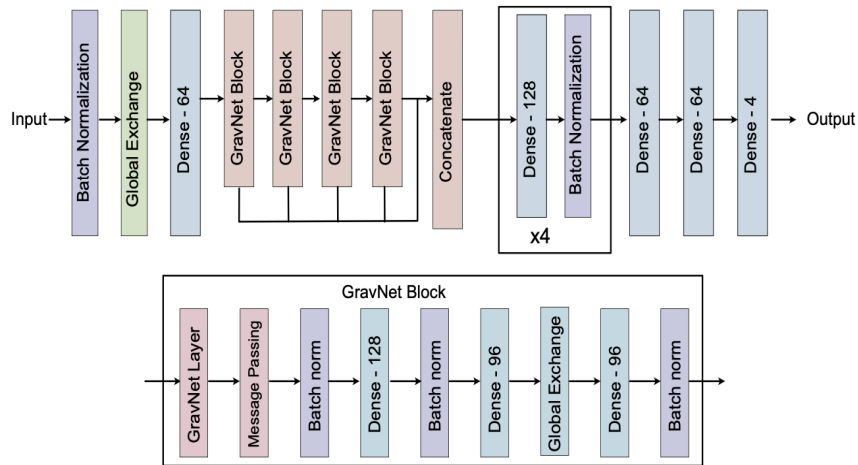
- Our targets:
  - Improve performance by reducing confusion term
  - Adding timing information
  - Checking detector effects on
    - Granularity (inc. MAPS?)
    - Timing resolution



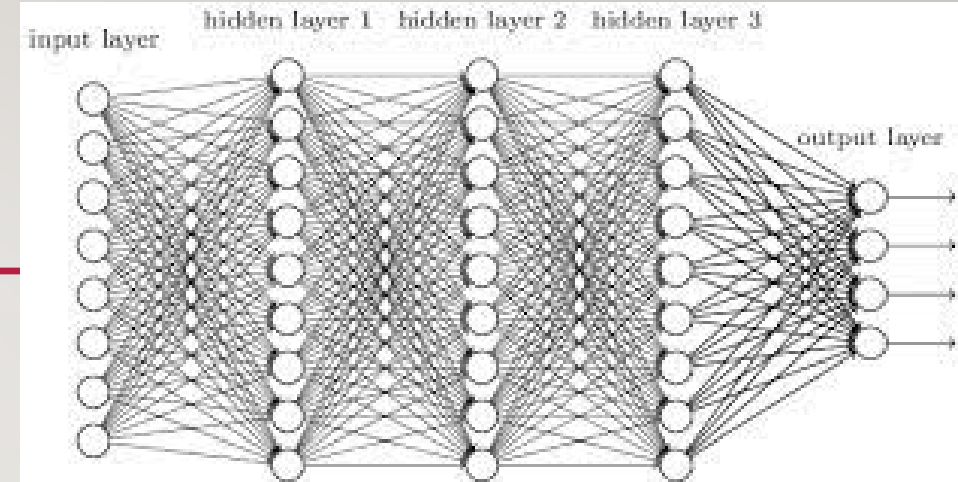


# 4 Calorimeter Clustering

- Input: features of hit in the calorimeter e.g., position, energy, etc.  
→ discriminate each cluster
- Deep Learning Architecture
  - Based on Graph Neural Network developed for CMS HGCal



# 5 Deep Learning

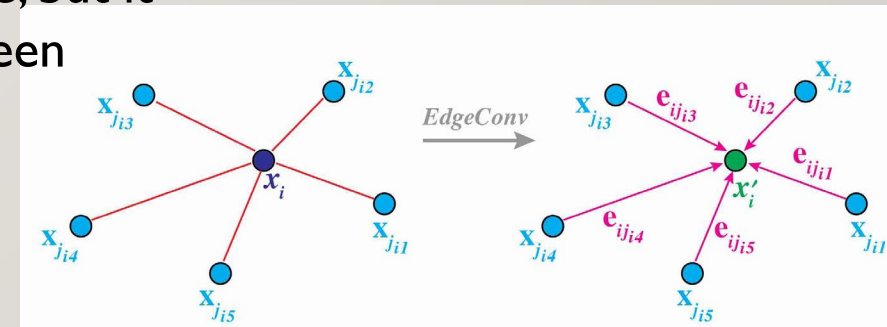


## Fully Connected Layer

- One of the most basic structures in deep learning
- Consists of an input layer, a hidden layer, and an output layer
- A more expressive network can be built by increasing the number of layers

## Graph Neural Network

- A network is constructed as a graph consisting of nodes (points) and edges (lines)
- Not only can it learn the features of materials with a graph-like structure, but it can also be used in many ways, such as expressing the relationship between features as a graph.



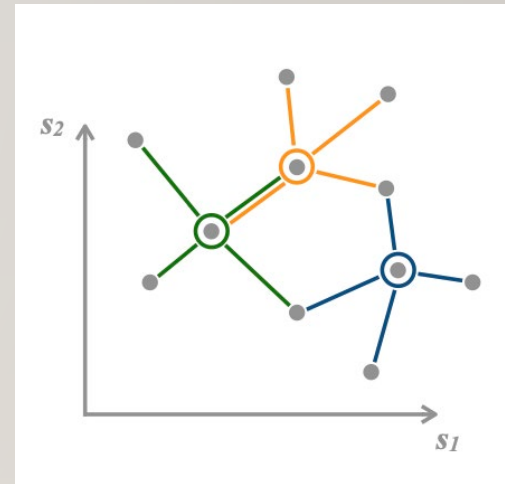
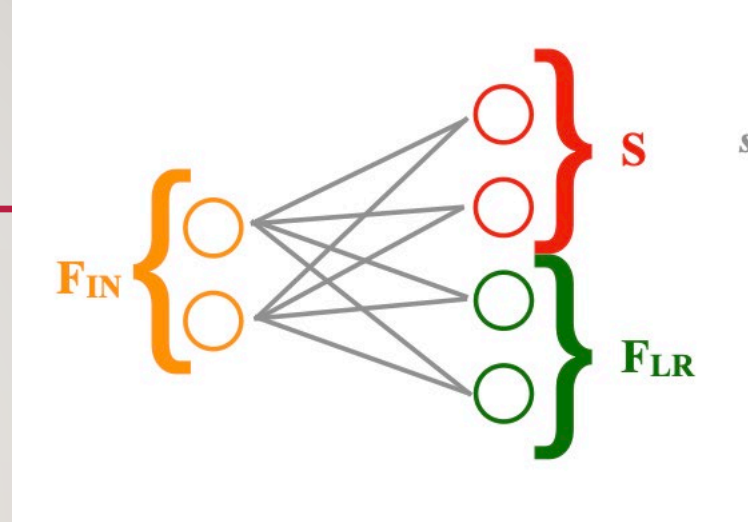
## 6 GravNet

- Input Data :  $V \times F_{IN}$

$V$  : Number of hits for each detector

$F_{IN}$  : Number of the features for each hit

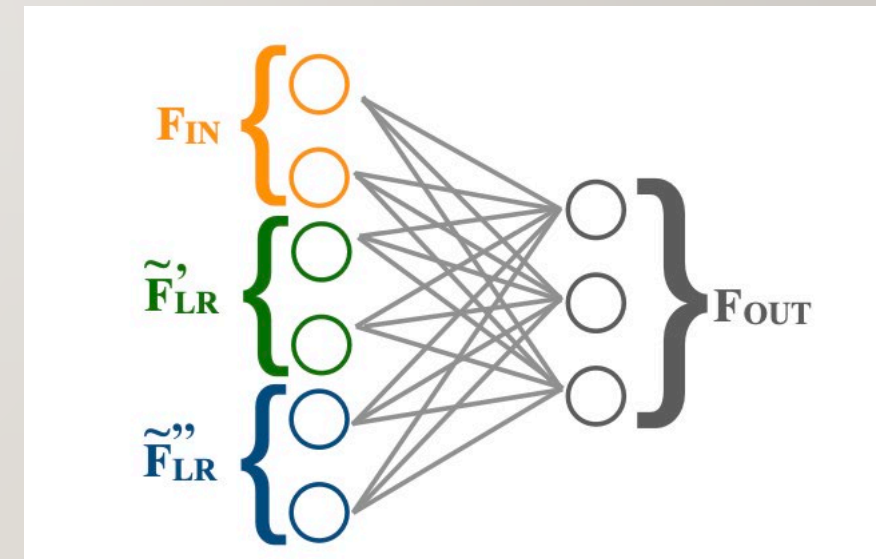
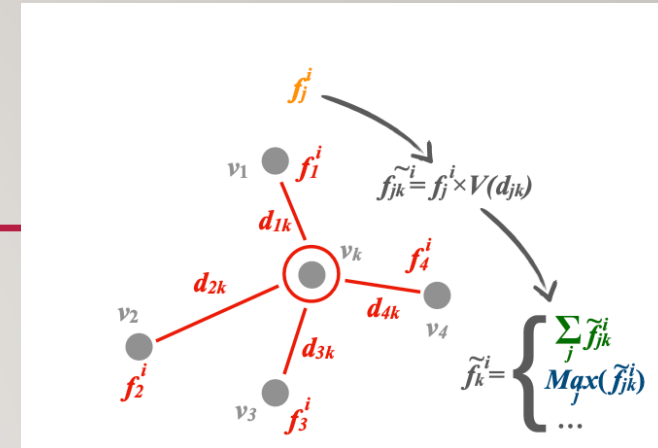
- $S$  : Set of coordinates in some learned representation space
- $F_{LR}$  : learned representation of the vertex features
- Input data of initial dimension  $V \times F_{IN}$  is converted into a graph.
- The coordinates of the graph is updated by the learning of the network.





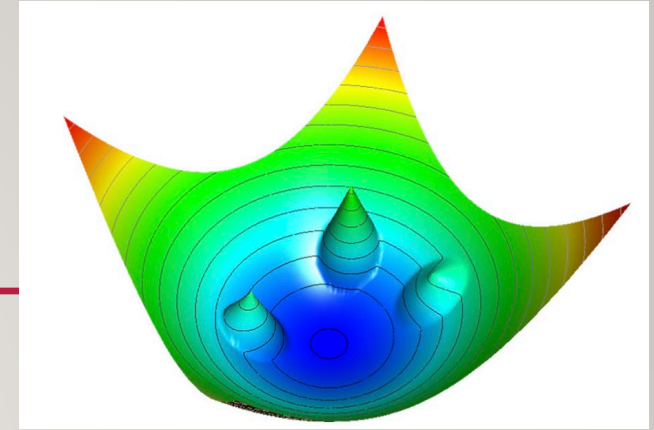
## 7 GravNet

- The contribution of each point is bigger depending on the distance between the points
- The output is calculated for each point based on the contribution
- At last, the outputs ( $\tilde{F}_{LR}$ ) are concatenated with the initial inputs and previous outputs and pass the FC layer.
- The  $F_{OUT}$  output carries collective information from each vertex and its surrounding.



## 8 Object Condensation

---



- A loss function technique to recognition for multi-object
- Get the output from GravNet as  $\beta$  and output whether the hit seems to be a representative point of the particle ( $0 < \beta < 1$ )
- Employs two terms as Loss terms to improve cluster and background identification

$$L = L_V + L_\beta$$

- $L_V$  : The closer the hit is to a particle with high  $\beta$  and belonging to the same particle, the smaller it is, and the more it belongs to a different particle, the larger it is.  
→ Equivalent to the attractive and repulsive forces acting on an electric charge
- $L_\beta$  : Converge  $\beta$  to 1 for only one of each particle corresponding to a true cluster  
The remaining  $\beta$  works its way closer to 0

Output of network

- Beta (condensation)
- 2 x coordinate per hit

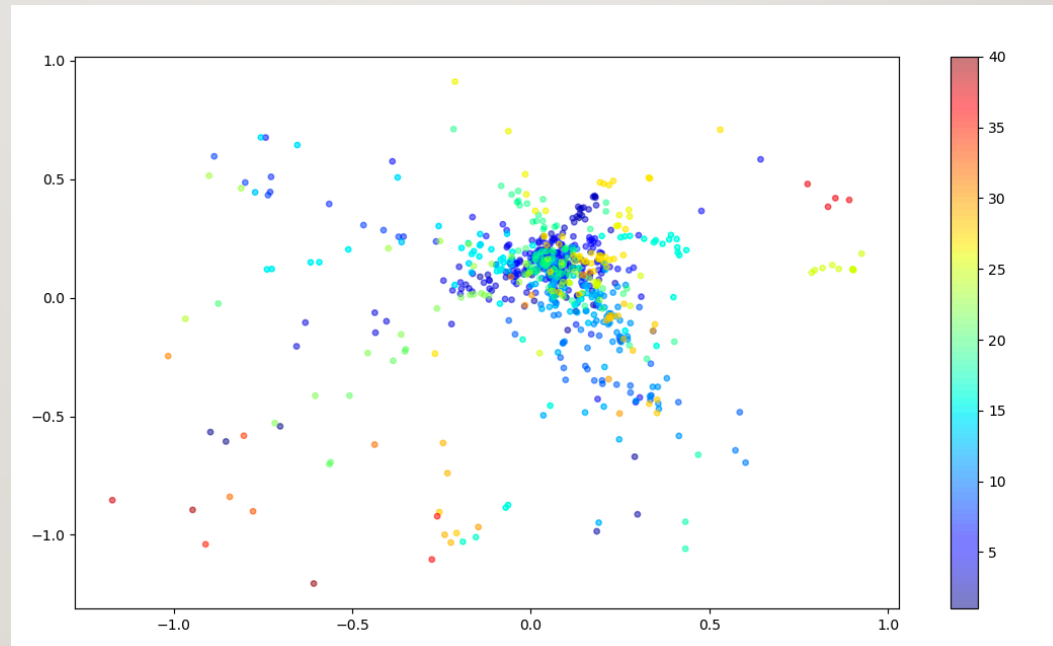
Used for clustering



## 9 Clustering

---

- Get “condensation point” with hits with  $\beta > \text{threshold}$
- Cluster other hits to nearest condensation point in the virtual coordinate (of network output)

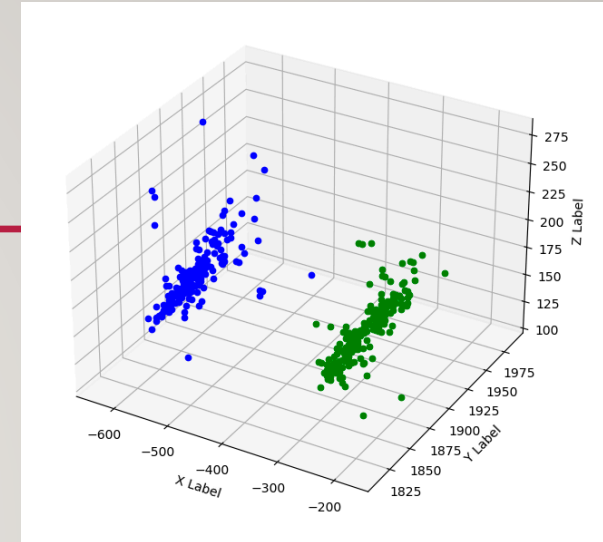


Two gamma event

10

## Generation of Input Data

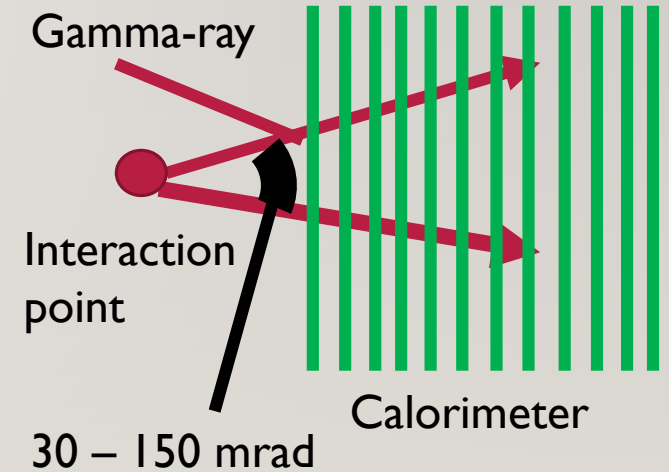
- Two gamma events are generated by ILD detector simulation
- 10000 Events are generated for each of the five data sets from 30 to 150 mrad
- $\theta: 85/180 \pi$  ,  $\phi$ : random, momentum: 5.0 GeV



Generation of MC particles

Simulation based on detector geometry by ddsim

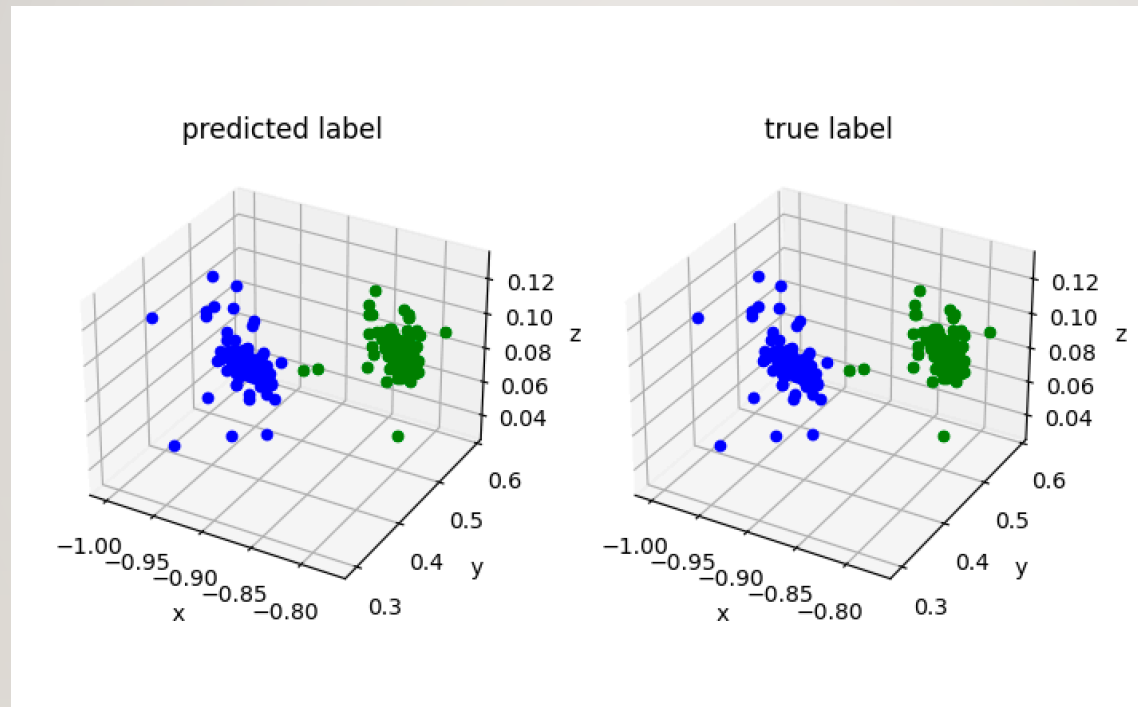
Reconstruction of hits in the detector by Marlin



# II Event Display

---

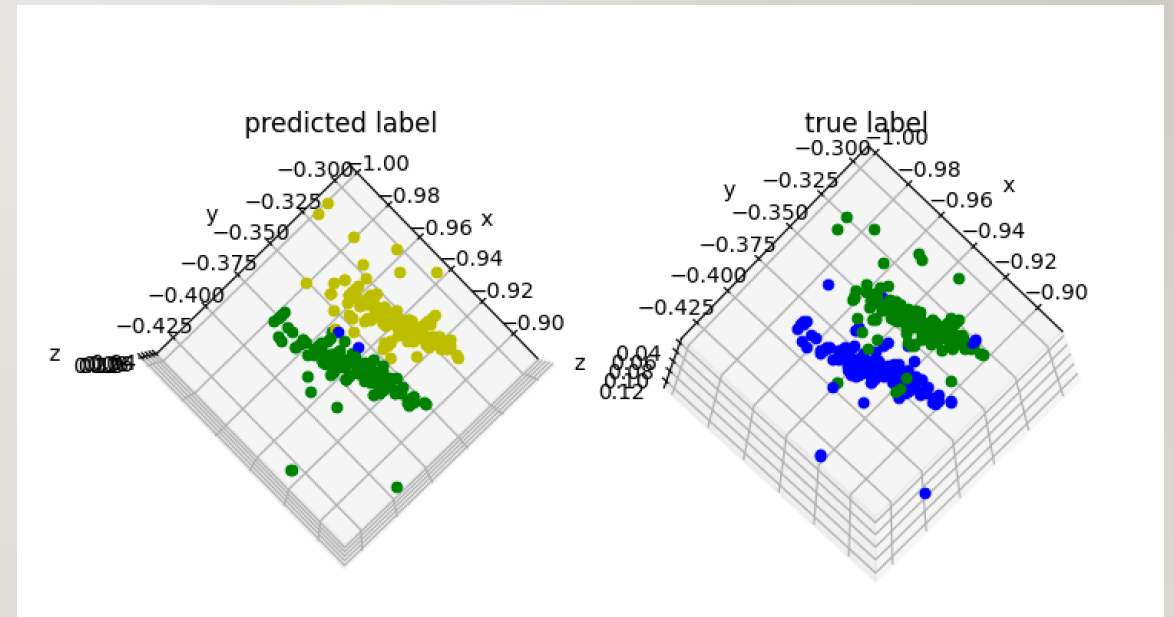
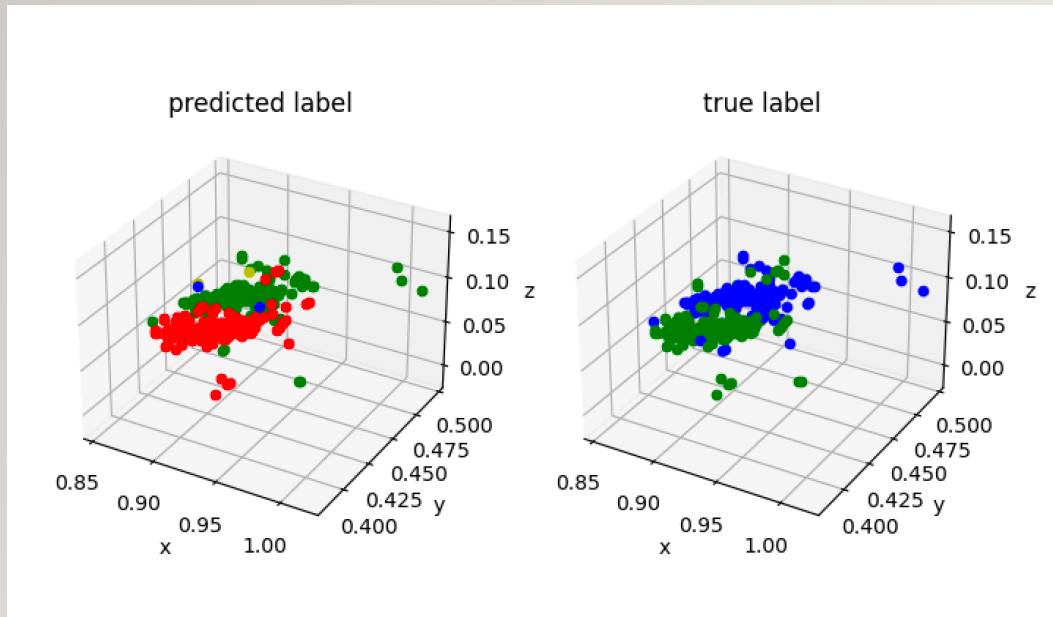
- Cluster identification resulting from learning (test data) :





## 12 Event Display

- Cluster identification resulting from learning for small opening angles(test data) :

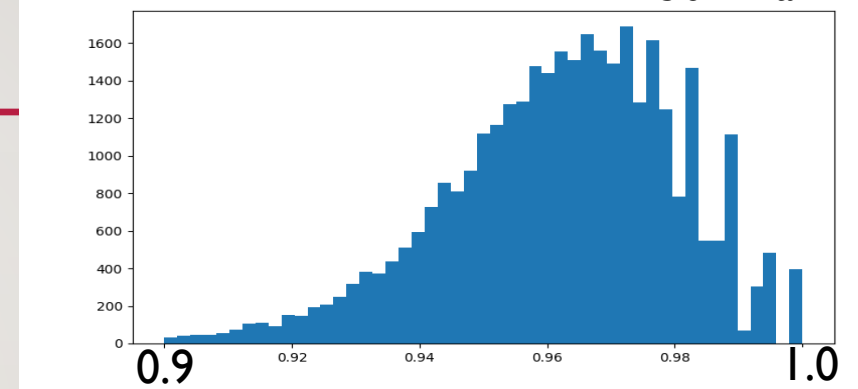


# 13

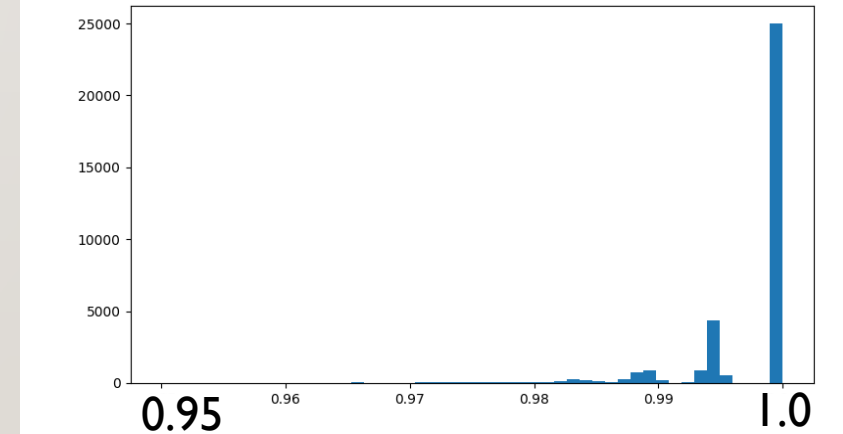
## Evaluation of Network

- Accuracy :  $\frac{\text{Number of hits which is predicted correctly}}{\text{Number of hits with true label of each cluster}}$
- The simulation data includes events where photons are converted into other particles.
- As input data, events with only two clusters are selected

Average = 96.08% 30 mrad



Average = 99.56% 150 mrad



Angle[mrad]	30	60	90	120	150
Accuracy[%]	96.08	98.64	99.30	99.68	99.56

# 14 Plans

---

- Testing on more complicated structures (taus, jets)
  - Clear and good definition of “MC truth cluster” is important
  - Currently only taking two clusters (without conversion)
- Track-cluster matching
  - Several methods possible (including “artificial” condensation points by tracks)
  - How to use direction and momentum of tracks is an issue
- Introducing timing information
  - Rather straightforward to introduce it to input variables (much easier than PandoraPFA)
  - Regression of timing/energy should be tried (possible within current framework)



15

# BACKUP

---



# 16 GRAVNET - NETWORK -

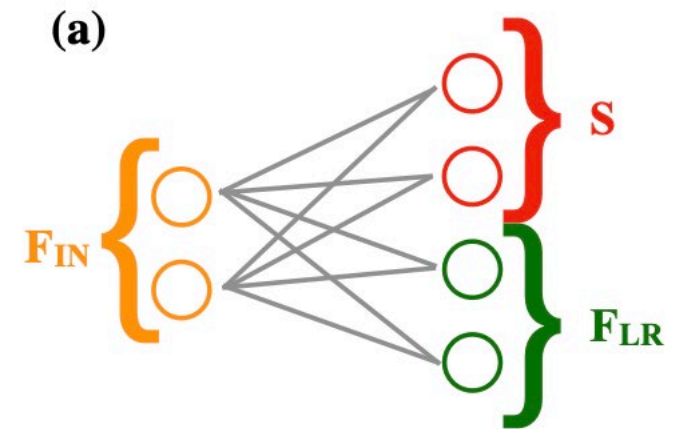
- Input Data :  $B \times V \times F_{IN}$

$B$  : Number of examples including in a batch

$V$  : Number of hits for each detector

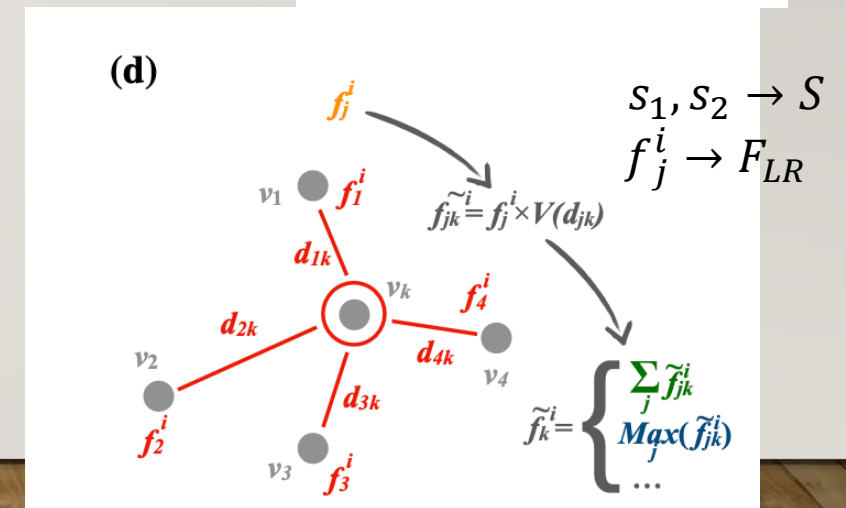
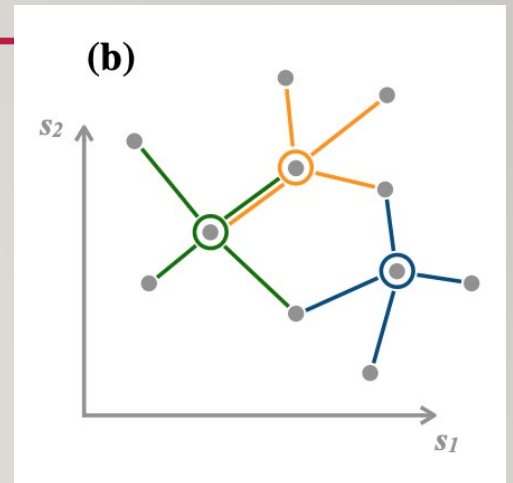
$F_{IN}$  : Number of the features for each hit

- $S$  : Set of coordinates in some learned representation space
- $F_{LR}$  : learned representation of the vertex features



# 17 GRAVNET

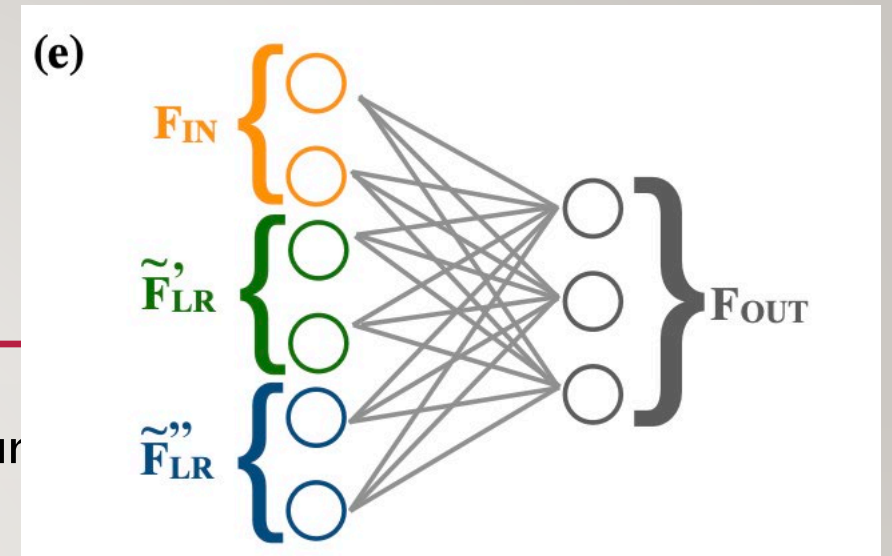
- Input example of initial dimension  $V \times F_{IN}$  is converted into a graph.
- the  $f_j^i$  features of the  $v_j$  vertices connected to a given vertex or aggregator  $v_k$  are converted into the  $\tilde{f}_{jk}^i$  quantities, through a potential (function of euclidean distance  $d_{jk}$  ).
- The potential function  $V(d_{jk})$  is introduced to enhance the contribution of close-by vertices.  
Example:  $V(d_{jk}) = \exp(-d_{jk}^2)$
- The  $\tilde{f}_{jk}^i$  functions computed from all the edges associated to a vertex of aggregator  $v_k$  are combined, generating a new feature  $\tilde{f}_k^i$  of  $v_k$ .  
Example : the average of the  $\tilde{f}_{jk}^i$  across the  $j$  edges / their maximum





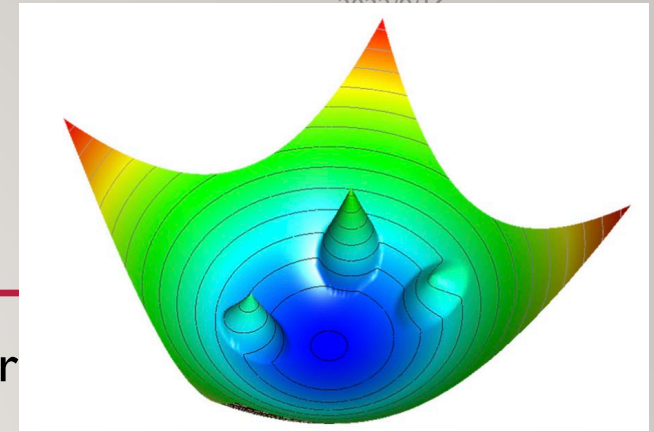
# 18 GRAVNET

- For each choice of gathering function, a new set of features is generated.
- The  $\widetilde{F}_{LR}$  vector is concatenated to the initial vector.
- Activation function : tanh
- The  $F_{OUT}$  output carries collective information from each vertex and its surrounding.



# 19 Object Condensation

---



- Get the output from GravNet as  $\beta$  and output whether the hit seems to be a point of the particle ( $0 < \beta < 1$ )
- Employs two terms as Loss terms to improve cluster and background identification

$$L = L_V + L_\beta$$

- $L_V$  : The closer the hit is to a particle with high  $\beta$  and belonging to the same particle, the smaller it is, and the more it belongs to a different particle, the larger it is.  
→ Equivalent to the attractive and repulsive forces acting on an electric charge
- $L_\beta$  : Converge  $\beta$  to 1 for only one of each particle corresponding to a true cluster  
The remaining  $\beta$  works its way closer to 0

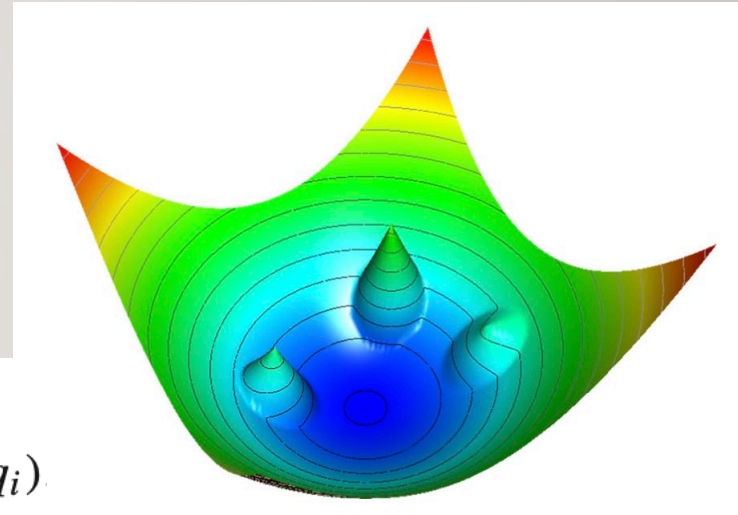
## 20 LOSS FUNCTION - NETWORK LEARNING -

- The value of  $\beta_i$  ( $0 < \beta_i < 1$ ) is used to define a charge  $q_i$  per vertex  $i$   

$$q_i = \operatorname{arctanh}^2 \beta_i + q_{\min} \quad (\beta_i \rightarrow 1 : q_i \rightarrow +\infty)$$
- The charge  $q_i$  of each vertex belonging to an object  $k$  defines a potential  $V_{ik}(x) \propto q_i$
- The force affecting vertex  $j$  can be described by

$$M_{ik} = \begin{cases} 1 & (\text{vertex } i \text{ belonging to object } k) \\ 0 & (\text{otherwise}) \end{cases}$$

$$q_j \cdot \nabla V_k(x_j) = q_j \nabla \sum_{i=1}^N M_{ik} V_{ik}(x_j, q_i)$$





## 21 LOSS FUNCTION

---

- The potential of object k can be approximated :

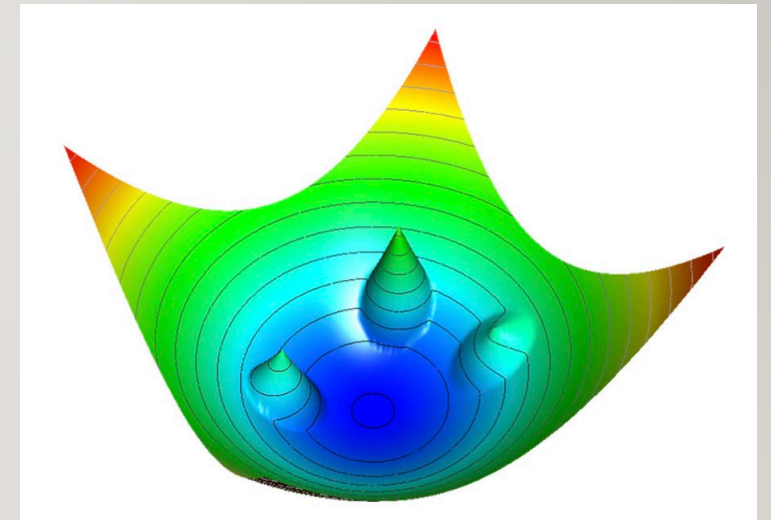
$$V_k(x) \approx V_{\alpha k}(x, q_{\alpha k}), \quad \text{with } q_{\alpha k} = \max_i q_i M_{ik}.$$

- An attractive and repulsive potential are defined as :

$$\begin{aligned} \check{V}_k(x) &= \|x - x_\alpha\|^2 q_{\alpha k}, \text{ and} \\ \hat{V}_k(x) &= \max(0, 1 - \|x - x_\alpha\|) q_{\alpha k}. \end{aligned}$$

- The total potential loss  $L_V$  :

$$L_V = \frac{1}{N} \sum_{j=1}^N q_j \sum_{k=1}^K \left( M_{jk} \check{V}_k(x_j) + (1 - M_{jk}) \hat{V}_k(x_j) \right).$$



## 22 LOSS FUNCTION

- The  $L_V$  has the minimum value for  $q_i = q_{\min} + \epsilon \forall i$
- To enforce one condensation point per object, and none for background or noise vertices, the following additional loss term  $L_\beta$  is introduced :

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

$s_B$  : hyperparameter describing the background suppression strength  
 $K$  : Maximum value of objects  
 $N_B$  : Number of background  
 $n_i$  : Noise tag (if noise, it equals 1.)

- The loss terms are also weighted by  $\text{arctanh}^2 \beta_i$  :

$$L_p = \frac{1}{\sum_{i=1}^N \xi_i} \cdot \sum_{i=1}^N L_i(t_i, p_i) \xi_i, \text{ with}$$

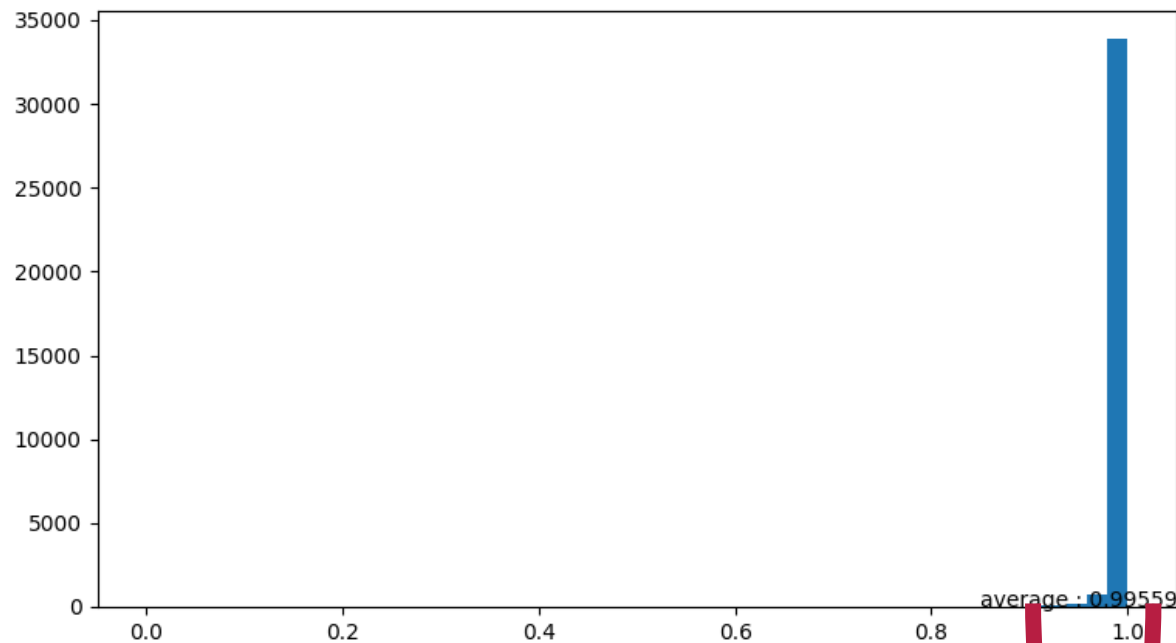
$$\xi_i = (1 - n_i) \text{arctanh}^2 \beta_i.$$

$p_i$ : Features

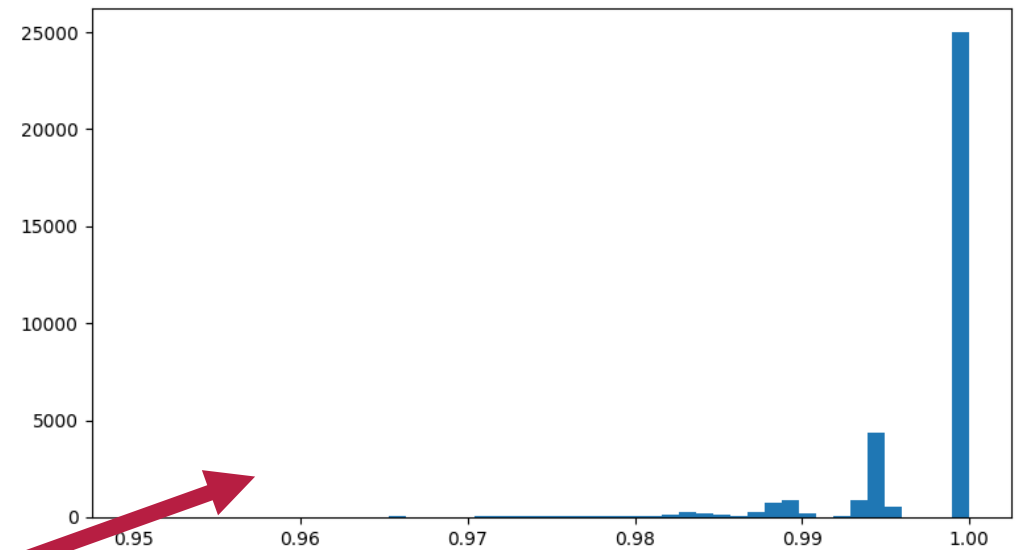
$L_i(t_i, p_i)$  : Loss term (Difference between true labels and outputs of network)

# EVALUATION

- Accuracy =  $\frac{\text{Number of hits with predicted label correctly}}{\text{Number of hits with true label}}$
- Opening angle = 0.5 rad (the largest one)
- Event selection : events which include 2 clusters

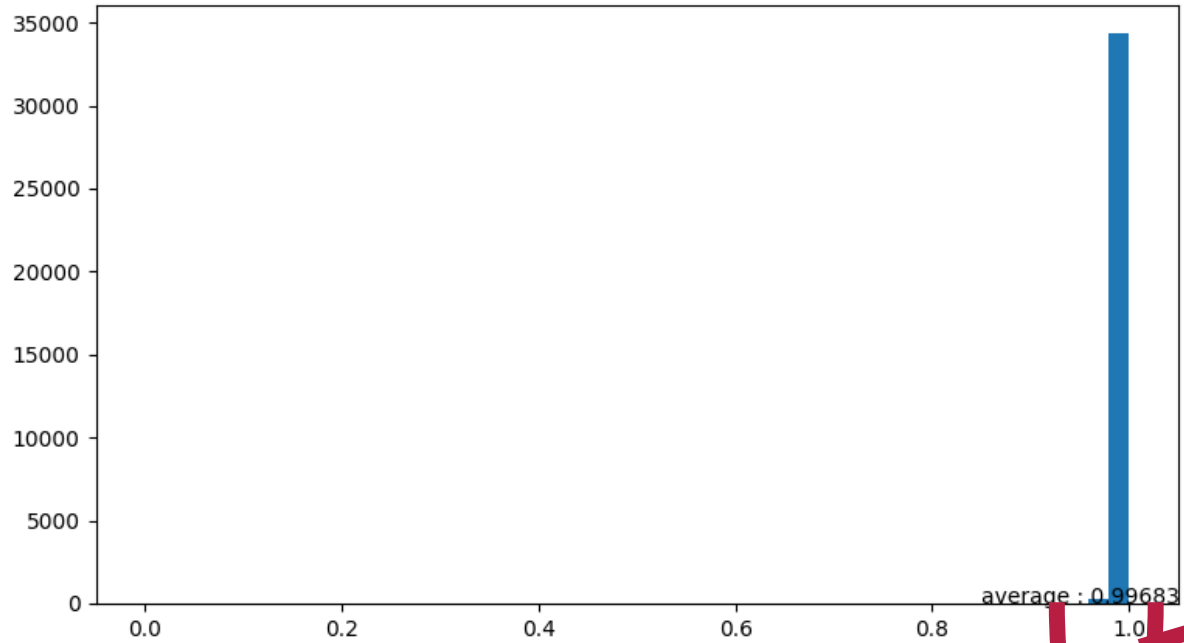


Average = 99.56%

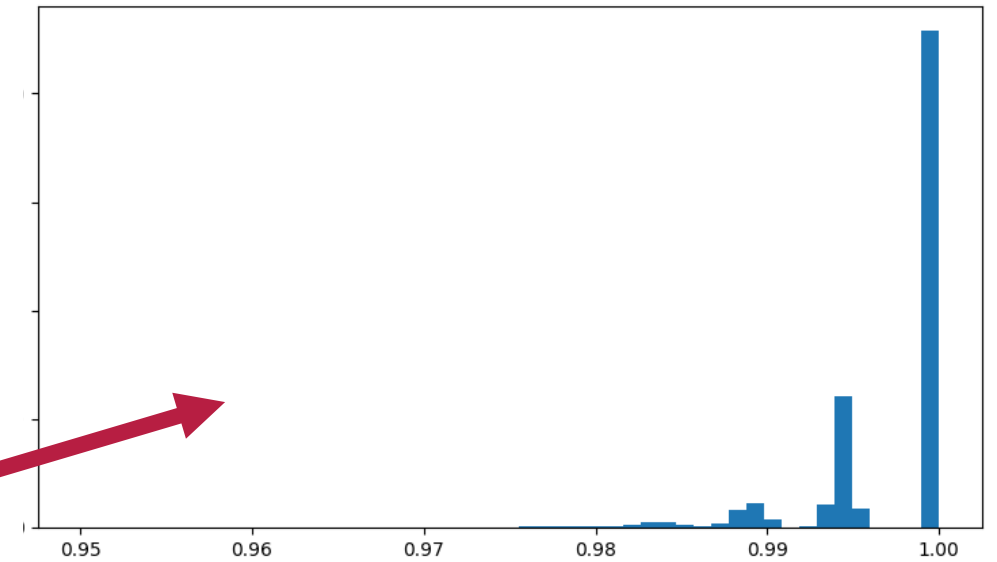


# EVALUATION

Opening angle = 0.4 rad



Average = 99.68%

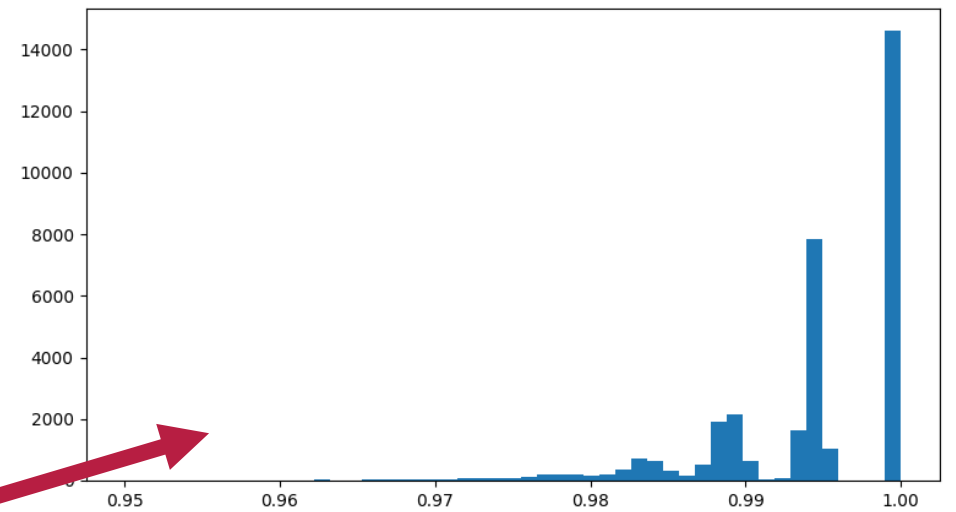
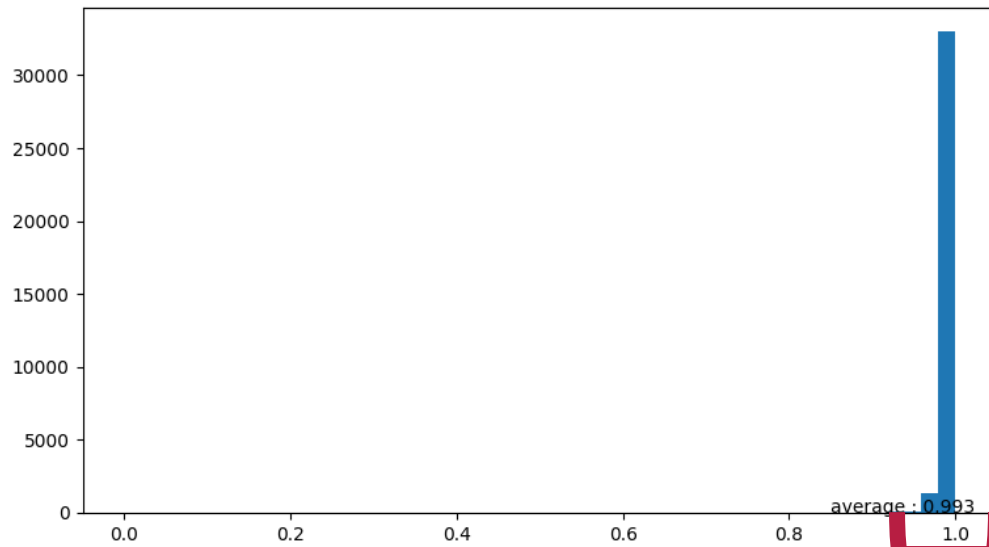




# EVALUATION

Opening angle = 0.3 rad

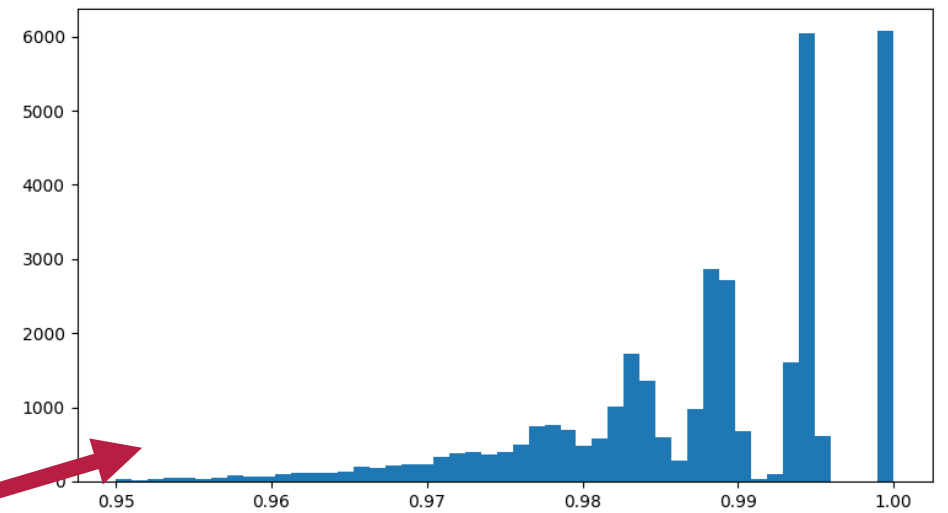
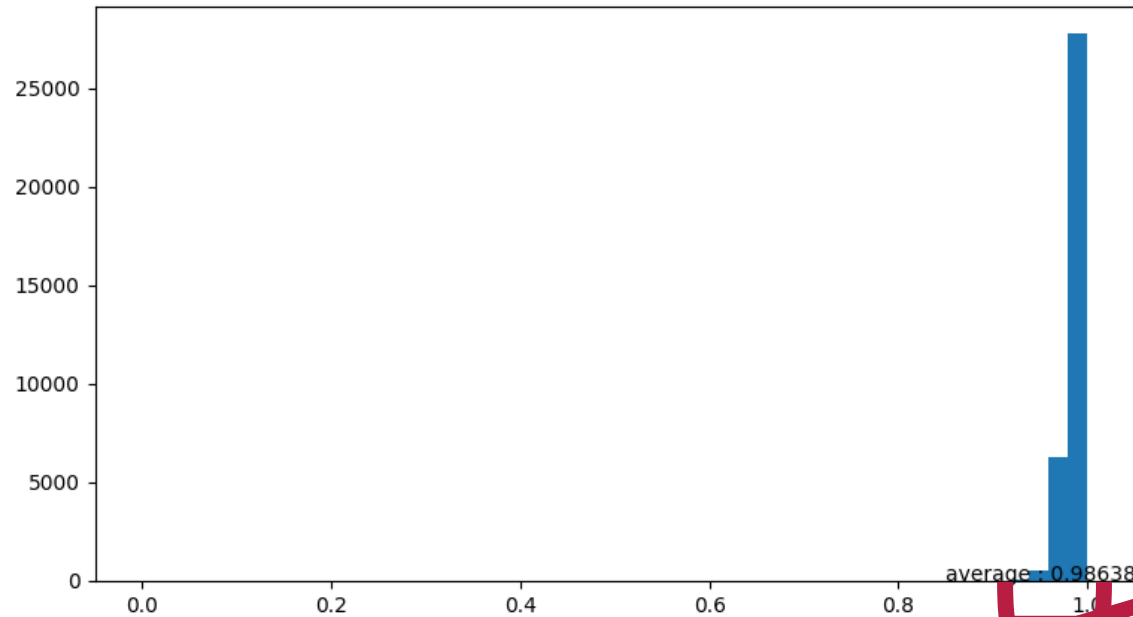
Average = 99.30%



# EVALUATION

Opening angle = 0.2 rad

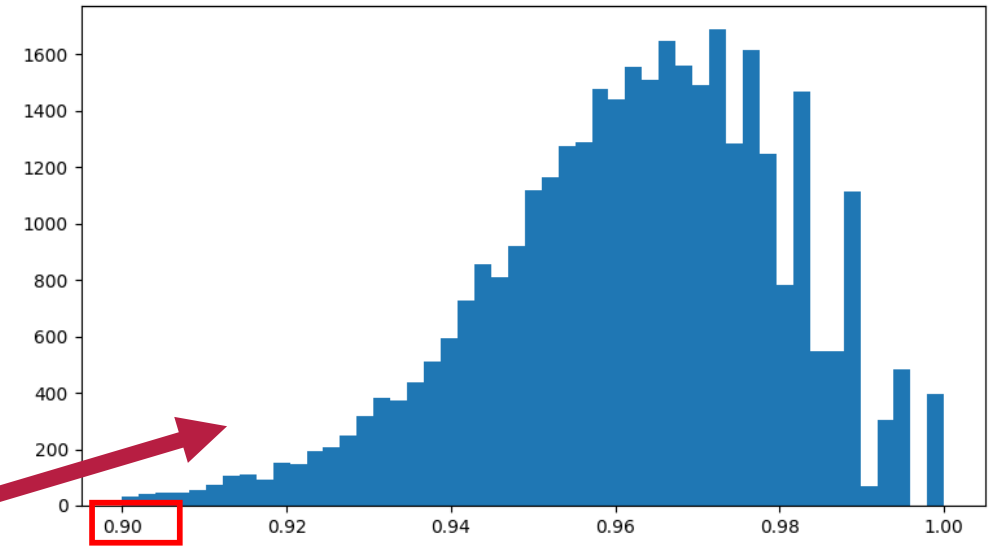
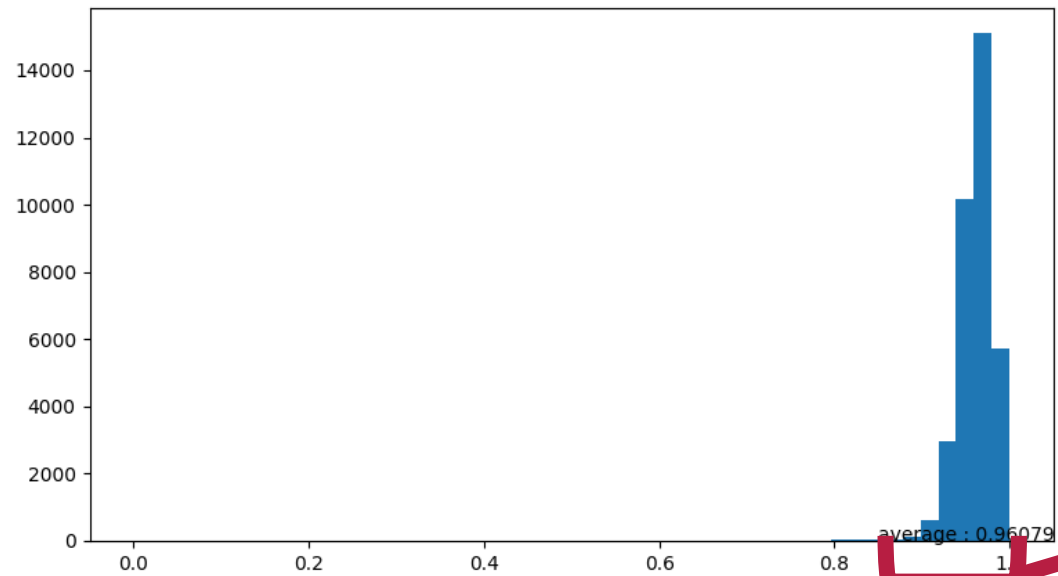
Average = 98.64%



# EVALUATION

Opening angle = 0.1 rad (the smallest one)

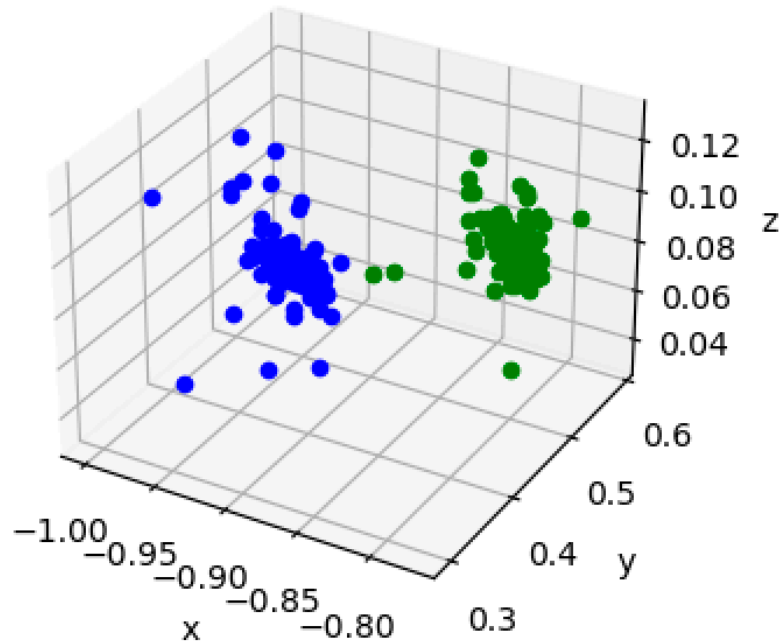
Average = 96.08%



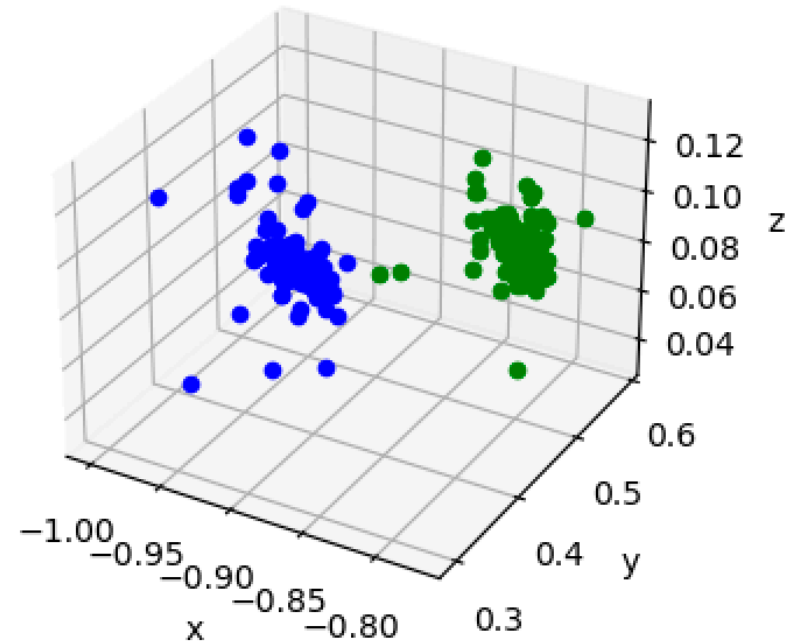
# COMPARISON BETWEEN PREDICTION AND TRUE LABEL

Good example :

predicted label



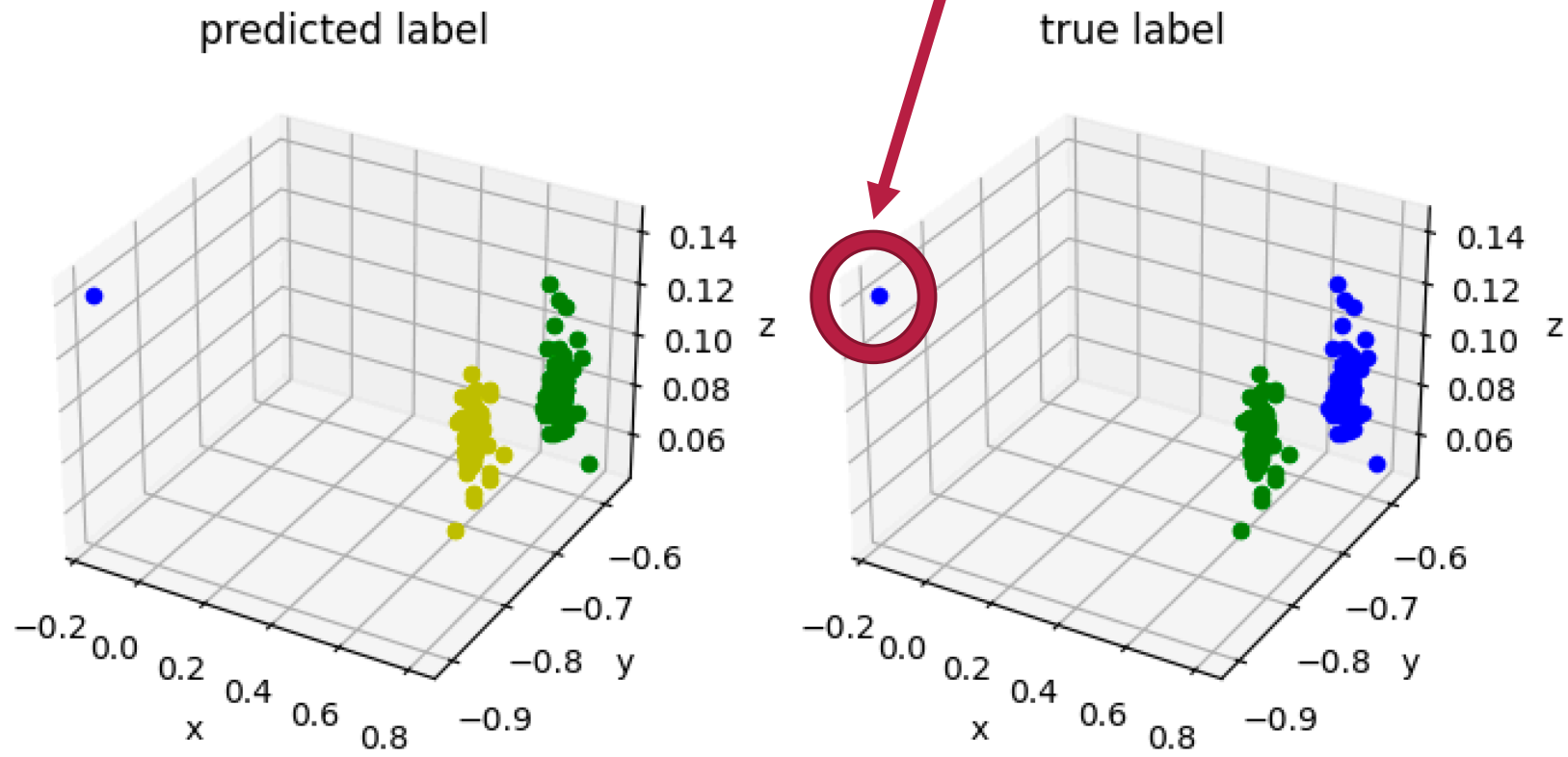
true label





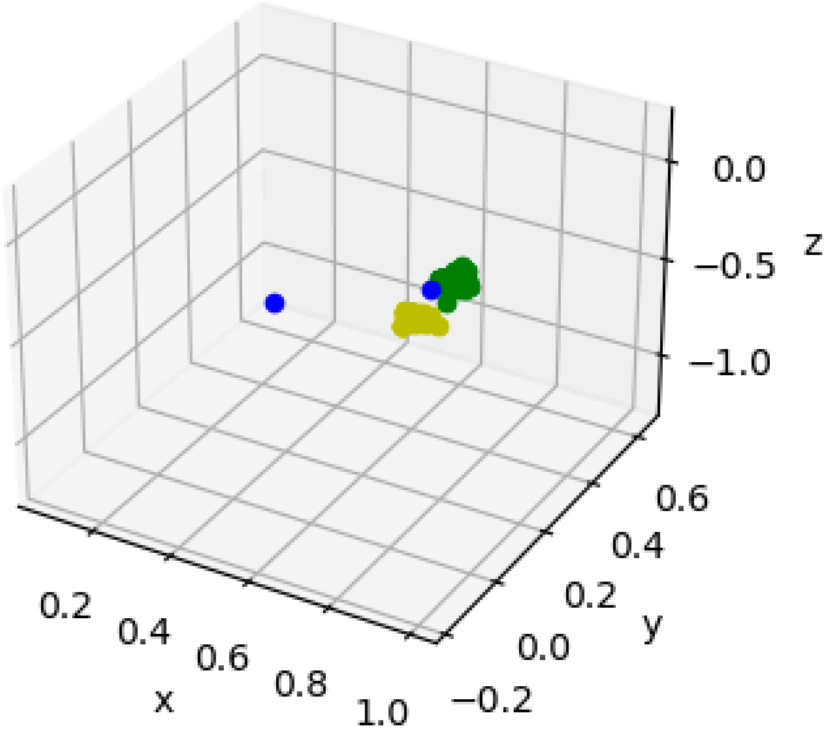
# COMPARISON BETWEEN PREDICTION AND TRUE LABEL

The case in which there is a distant hit

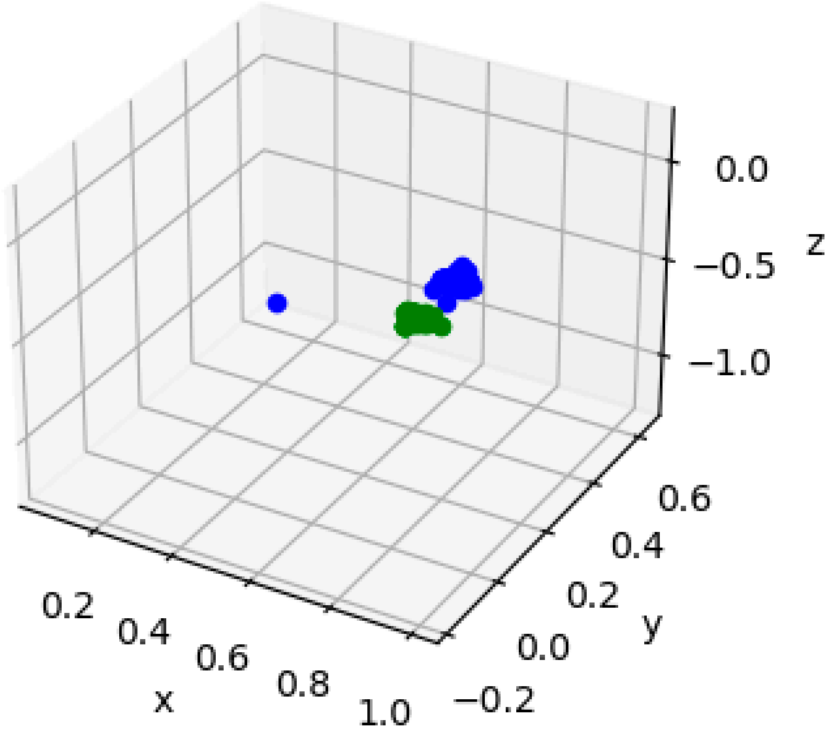


# COMPARISON BETWEEN PREDICTION AND TRUE LABEL

predicted label

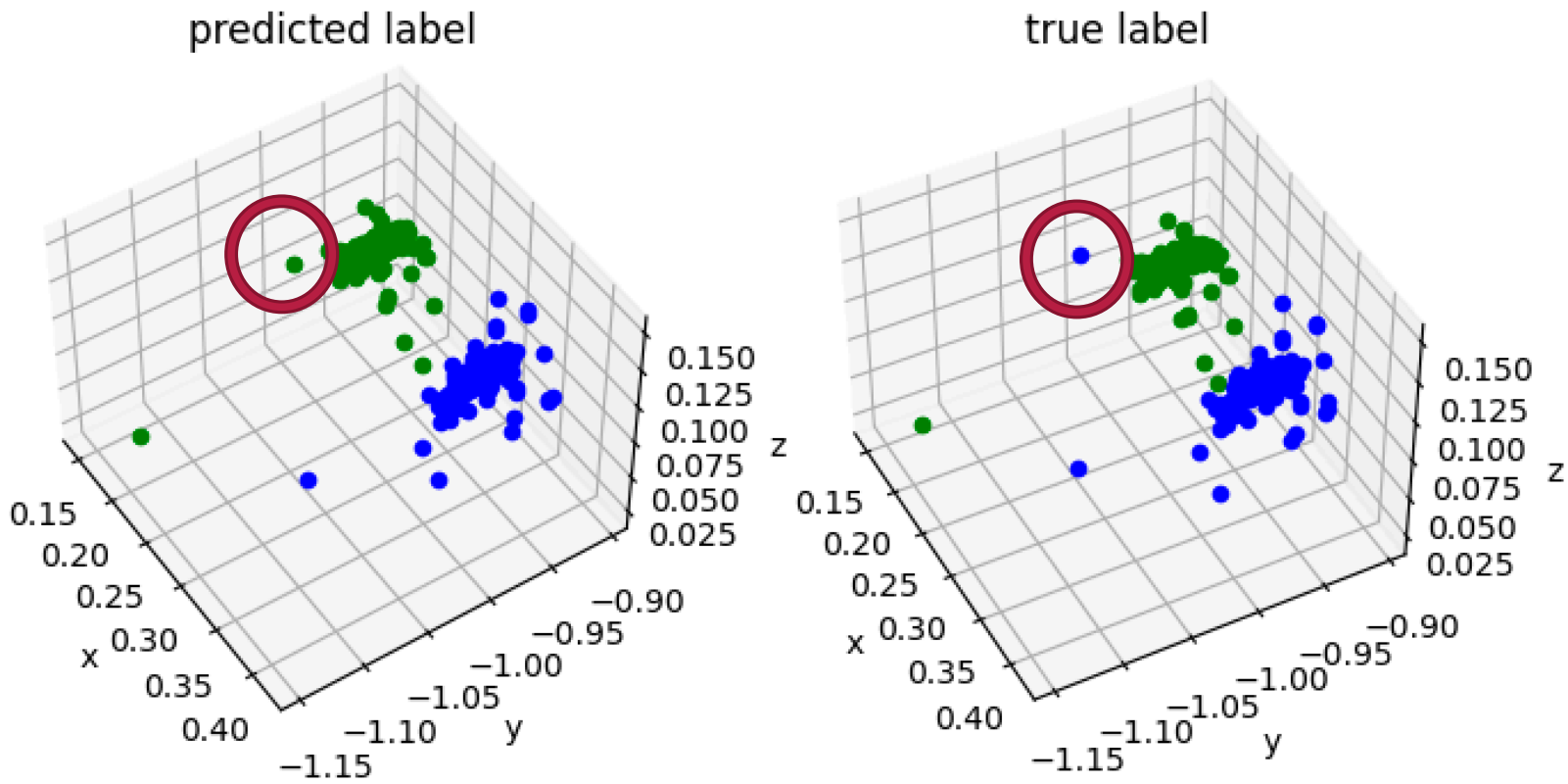


true label



# COMPARISON BETWEEN PREDICTION AND TRUE LABEL

Confusion example :



# NUMBER OF CLUSTER IN EACH EVENT (JUST 100 EVENTS)

