

Generating Showers  
in Highly Granular  
Calorimeters

Thorsten Buss

Detector Simulation

International Large Detector

Architecture

Upscaling

Preliminary Results

Summary

# Generating Accurate Showers in Highly Granular Calorimeters Using Normalizing Flows

**Thorsten Buss**, Sascha Diefenbacher, Engin Eren, Frank Gaede,  
Gregor Kasieczka, Claudius Krause, Imahn Shekhzadeh, David Shih

[thorsten.buss@uni-hamburg.de](mailto:thorsten.buss@uni-hamburg.de)

Institut für Experimentalphysik  
Universität Hamburg

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# Detector Simulation

- monte carlo (MC) necessary to compare theory and measurements
- detector simulation most expensive part of simulation chain
- computational requirements expected to exceed available resources soon
  - need for speeding up detector simulation
- generative neuronal networks learn distributions and can sample from them
- work flow:
  - simulate small amounts of data using slow monte carlo
  - train generative model on these data
  - draw large amounts of data from fast ML models

# International Large Detector (ILD)

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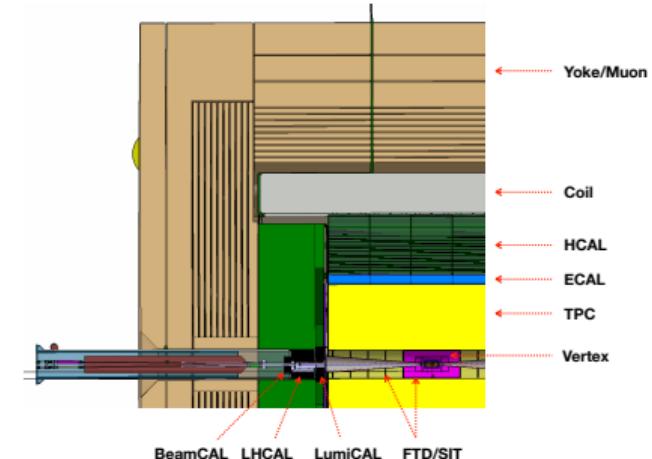
Preliminary Results

Summary

- proposed detector for the ILC
- has two sampling calorimeters
- electromagnetic calorimeter
  - 30 layers, 5mm x 5mm cells
- hadronic calorimeter
  - 48 layers, 30mm x 30mm cells

dataset<sup>1</sup>:

- photon showers in ECAL
- 30x30x30 voxels



graphics taken from "ILD: Design Report"<sup>2</sup>

<sup>1</sup>Erik Buhmann et al. *Getting High: High Fidelity Simulation of High Granularity Calorimeters with High Speed*. 2021. arXiv: 2005.05334.

<sup>2</sup>ILD Concept Group. *International Large Detector: Interim Design Report*. 2020. arXiv: 2003.01116.

Detector Simulation

International Large Detector

Architecture

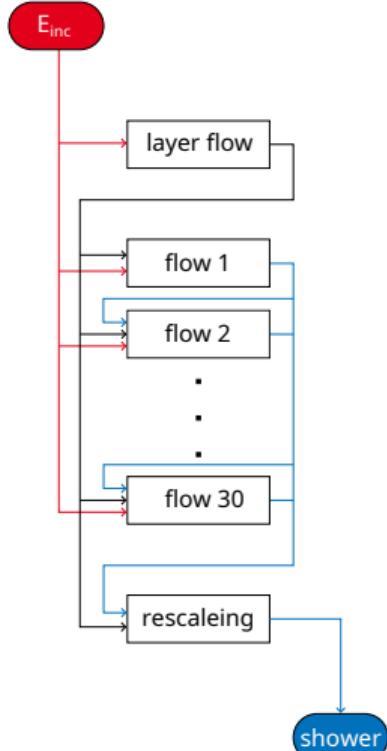
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# Architecture

- based on CaloFlow<sup>3</sup> and L2L Flow<sup>4</sup>
- one layer flow
  - learns distribution of layer energies
  - conditioned on incident energy
- 30 multiple flows
  - learn shower shape in layer
  - conditioned on
    - incident energy
    - layer energy
    - previous layers
  - summary network reduces cardinality
- generation
  - sample layer energies using layer flow
  - sample shower shape using multiple flows
  - rescale voxel energies



<sup>3</sup>Claudius Krause and David Shih. *CaloFlow: Fast and Accurate Generation of Calorimeter Showers with Normalizing Flows*. 2021. arXiv: 2106.05285.

<sup>4</sup>Sascha Diefenbacher et al. *L2LFlows: Generating High-Fidelity 3D Calorimeter Images*. 2023. arXiv: 2302.11594.

Detector Simulation

International Large Detector

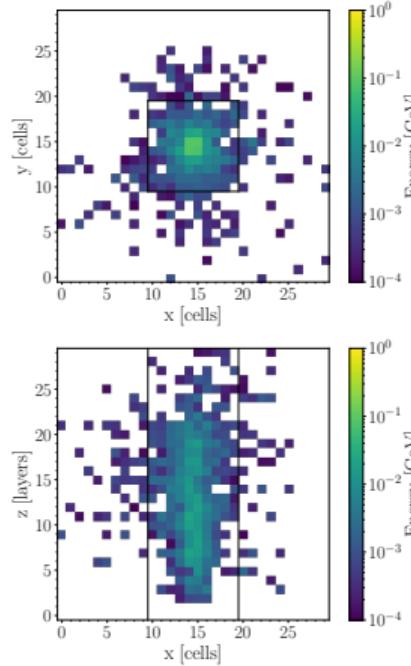
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# Upscaling



photon shower

- scaling up to  $30 \times 30 \times 30$  voxels
- switch to convolution flows
  - using multi scale architecture like in Glow<sup>5</sup>
  - faster generation
  - less weights
  - more accurate showers
- improve training
  - apply gradient clipping
  - add LR scheduler
- features in energy spectrum are smeared out  
→ apply element with function to get them back

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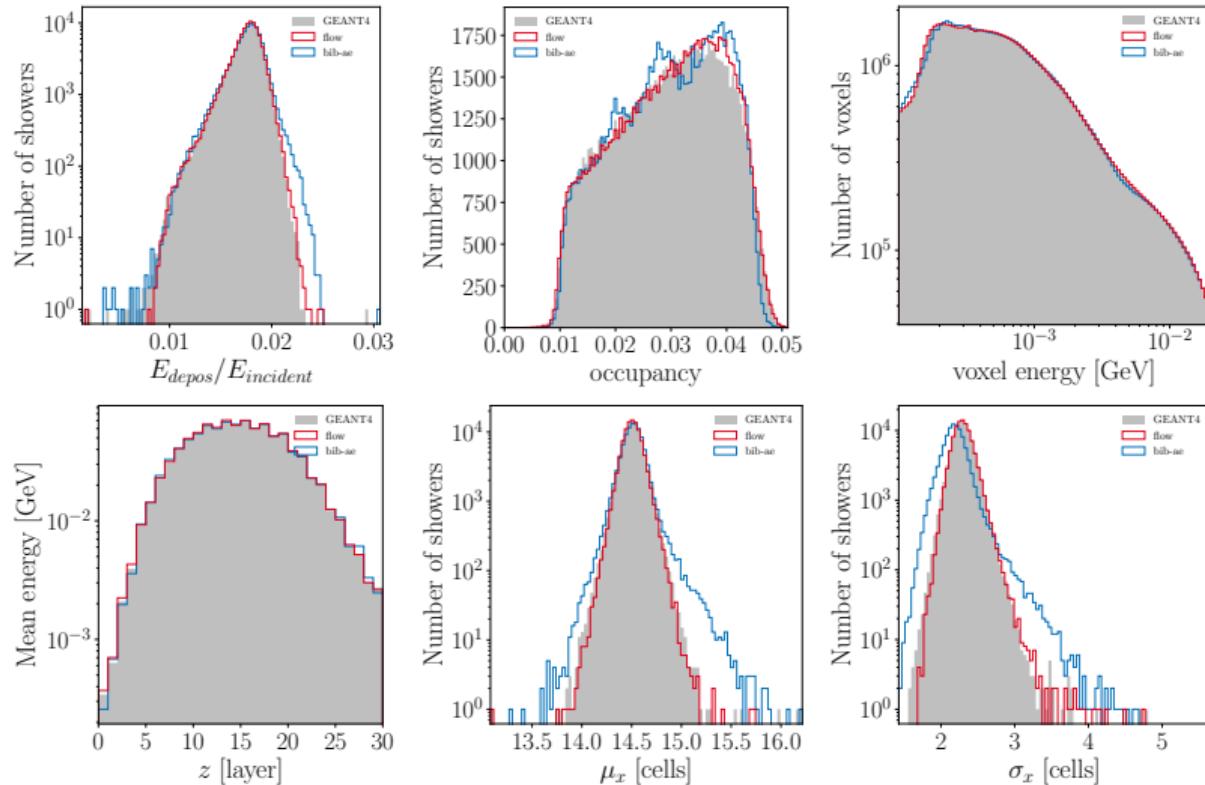
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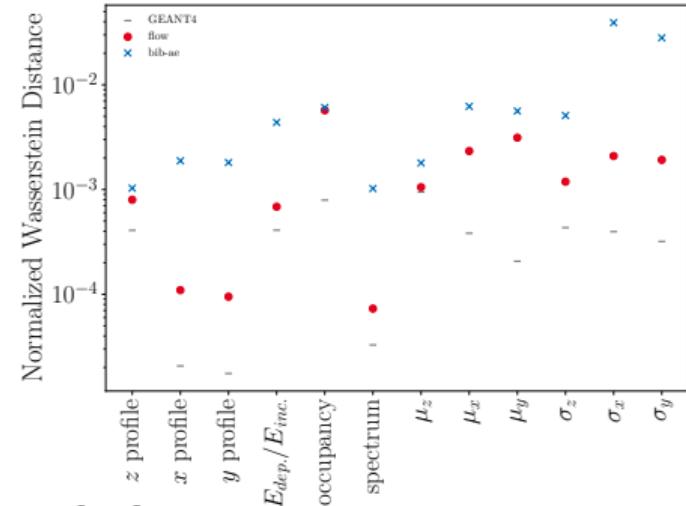
# Preliminary Results



## High Level Classifier: (10 features)

|        | AUC  | Acc  | JSD  |
|--------|------|------|------|
| flow   | 0.68 | 0.62 | 0.08 |
| bib-ae | 0.90 | 0.81 | 0.43 |

## Metrics & Timing



| Simulator | Hardware | Batch size | time [ms] |
|-----------|----------|------------|-----------|
| GEANT4    | CPU      | 1          | 4081.53   |
| BIB-AE    | CPU      | 1          | 102.25    |
| Flow      | CPU      | 1          | 1746.61   |
| BIB-AE    | GPU      | 1000       | 0.25      |
| Flow      | GPU      | 1000       | 3.39      |

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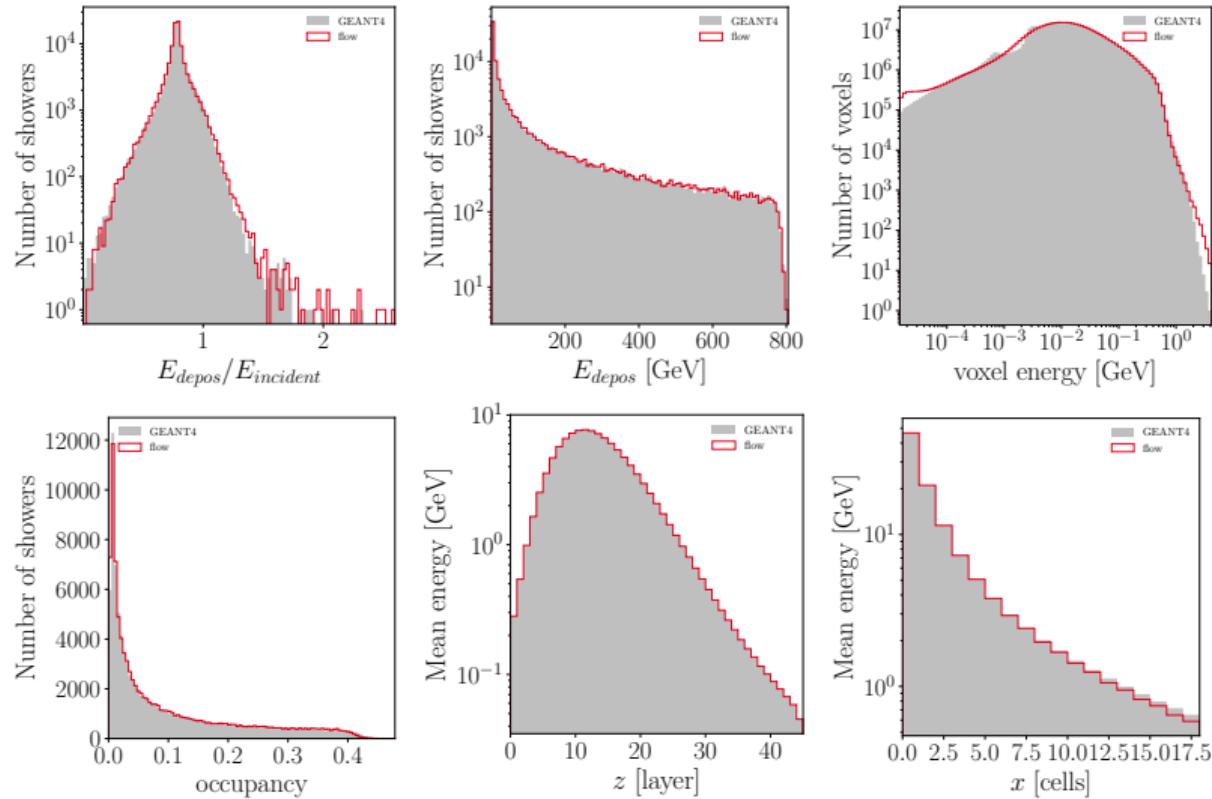
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# Calo Challenge



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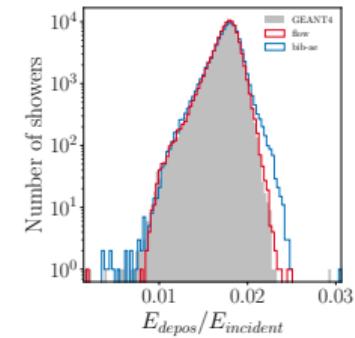
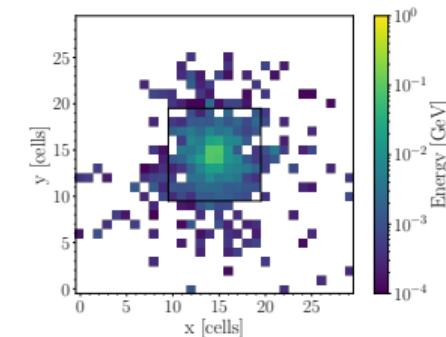
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# Summary

- ML generators fast alternative to MC simulations
- the ILD has highly granular calorimeter
  - hard to learn
- convolutional flows scale well with input dimensions
- flows can generate highly accurate showers

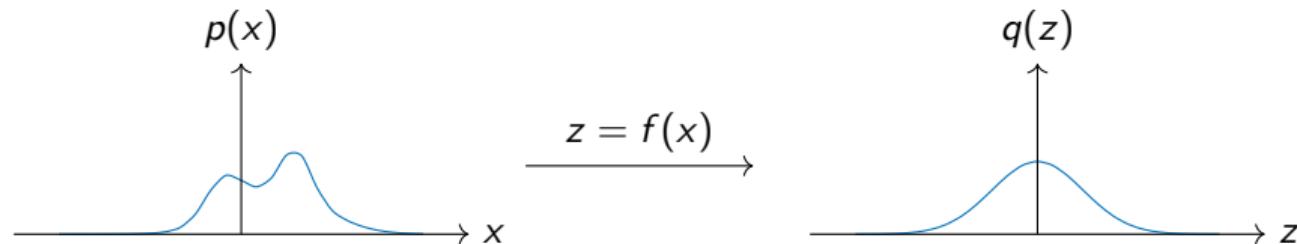


## Normalizing Flows

- diffeomorphism between physics space and latent space
- transform physics space distribution into a simple prior distribution
- change of variables formula allows for physics space density estimation
- training: minimize negative log-likelihood
- generation: sample from latent distribution and apply inverse of function

$$p(x) = q(f(x)) |J(x)|$$

$$\mathcal{L} = -\log q(f(x)) - \log|J(x)|$$



## Timing

| Simulator | Hardware | Batch size | time [ms] |          | Speedup  |
|-----------|----------|------------|-----------|----------|----------|
| GEANT4    | CPU      | 1          | 4081.53   | ± 169.92 | ×1.0     |
| BIB-AE    | CPU      | 1          | 102.25    | ± 0.64   | ×40.0    |
|           |          | 10         | 37.81     | ± 0.13   | ×108.0   |
|           |          | 100        | 48.51     | ± 0.01   | ×84.1    |
|           |          | 1000       | 48.19     | ± 0.01   | ×84.7    |
| Flow      | CPU      | 1          | 1746.61   | ± 64.50  | ×2.3     |
|           |          | 10         | 392.61    | ± 0.34   | ×10.4    |
|           |          | 100        | 228.86    | ± 7.09   | ×17.8    |
|           |          | 1000       | 275.55    | ± 3.01   | ×14.8    |
| BIB-AE    | GPU      | 1          | 74.22     | ± 3.18   | ×42.5    |
|           |          | 1000       | 0.249     | ± 0.002  | ×16326.1 |
| Flow      | GPU      | 1          | 2471.07   | ± 70.20  | ×1.7     |
|           |          | 1000       | 3.39      | ± 0.09   | ×1202.3  |