

Meta-learning for fast simulation of multiple calorimeter responses

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CERN

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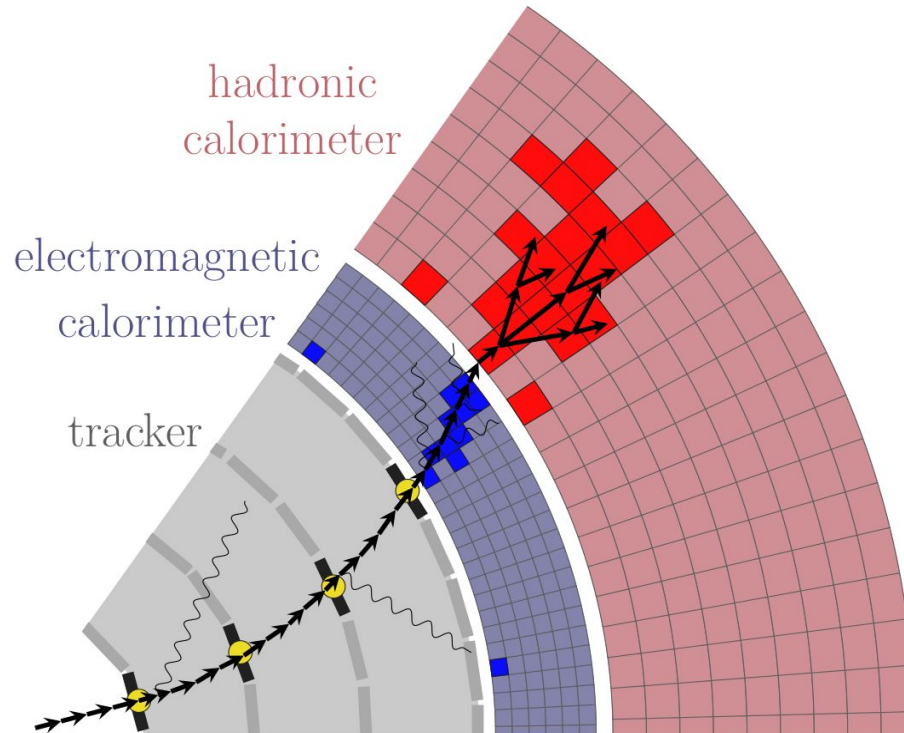
AMLD, Lausanne, 28/03/2022

Geant4 : a simulation toolkit



- Toolkit born in the 1990s, providing a highly flexible simulation framework in C++
- Geant4 mission
 - Provide production-quality simulation toolkit and support to various experiments
 - Improve the physics models with better precision and energy range extensions
 - Improve the overall computational performance of simulation
 - Provide long-term maintenance & sustainability

Simulating particle interactions with Geant4 (Full Simulation)



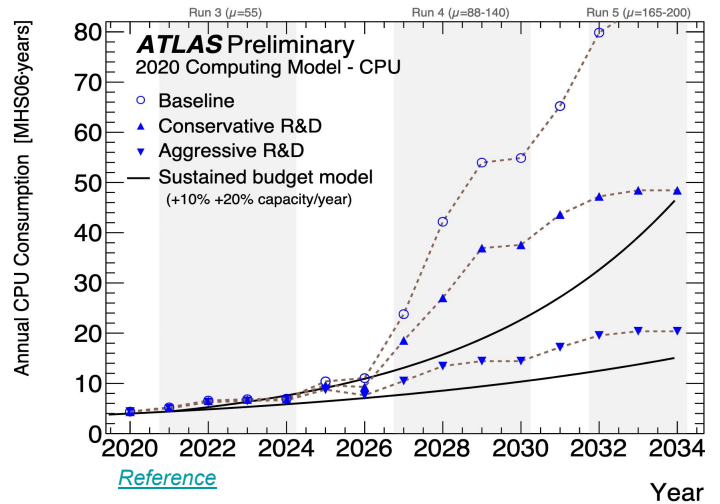
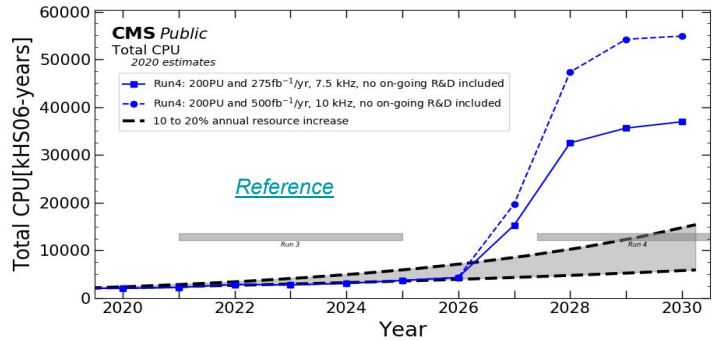
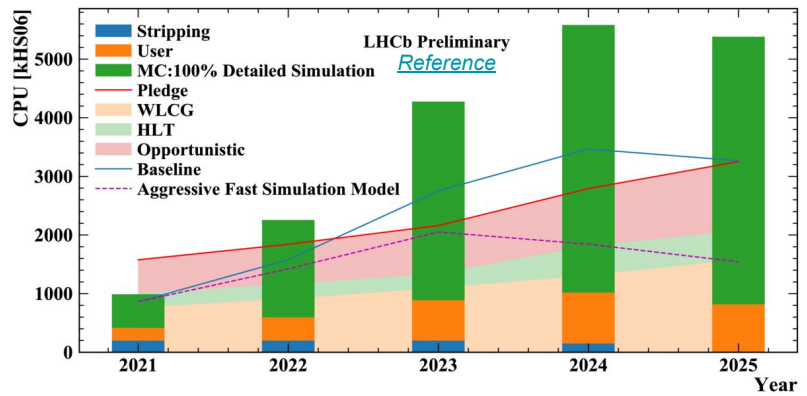
The need for fast simulation methods at Large Hadron Collider

- Speed-up simulation to generate more data within the same CPU time

ALICE

Resource	Sim	Reco	Data Analysis
CPU	56%	7%	37% (*)
Disk	54%	39%	7%

Percentage of the CPU and disk storage from April 2019 to January 2020
[Reference](#)

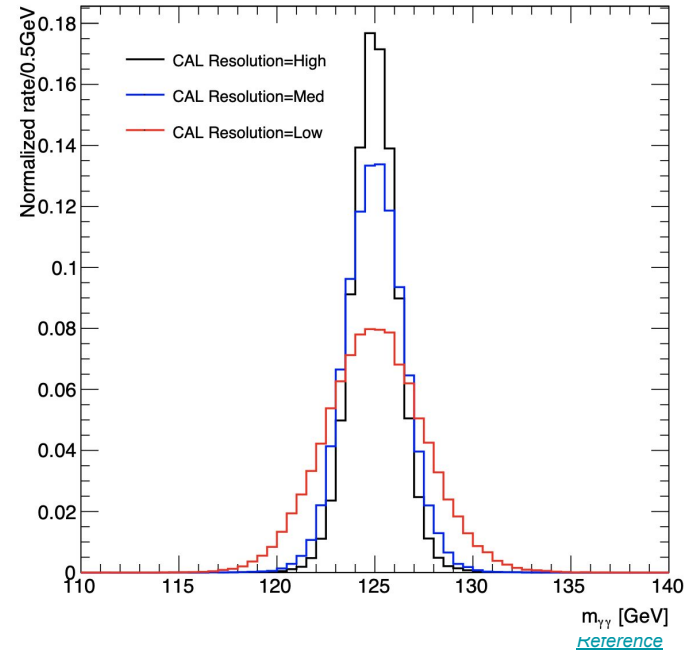


The need for fast simulation methods at future experiments

- Physics studies & detector performance

benchmarks

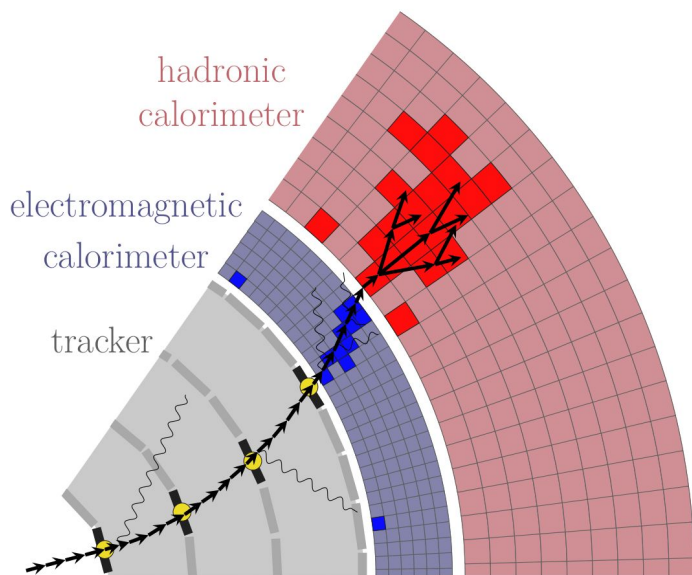
- Eg. to study impact of detector performance on physics observables (in the plot: calorimeter resolution on Higgs mass)



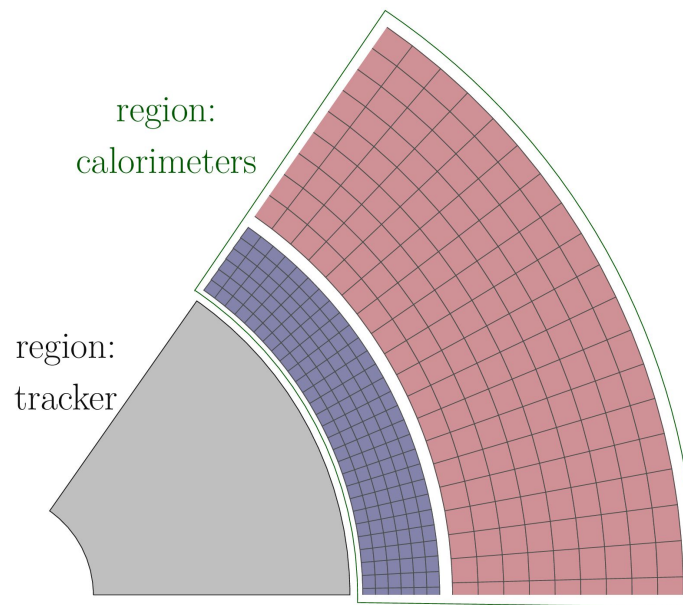
How to fast simulate particles?

Machine Learning

FullSim



FastSim



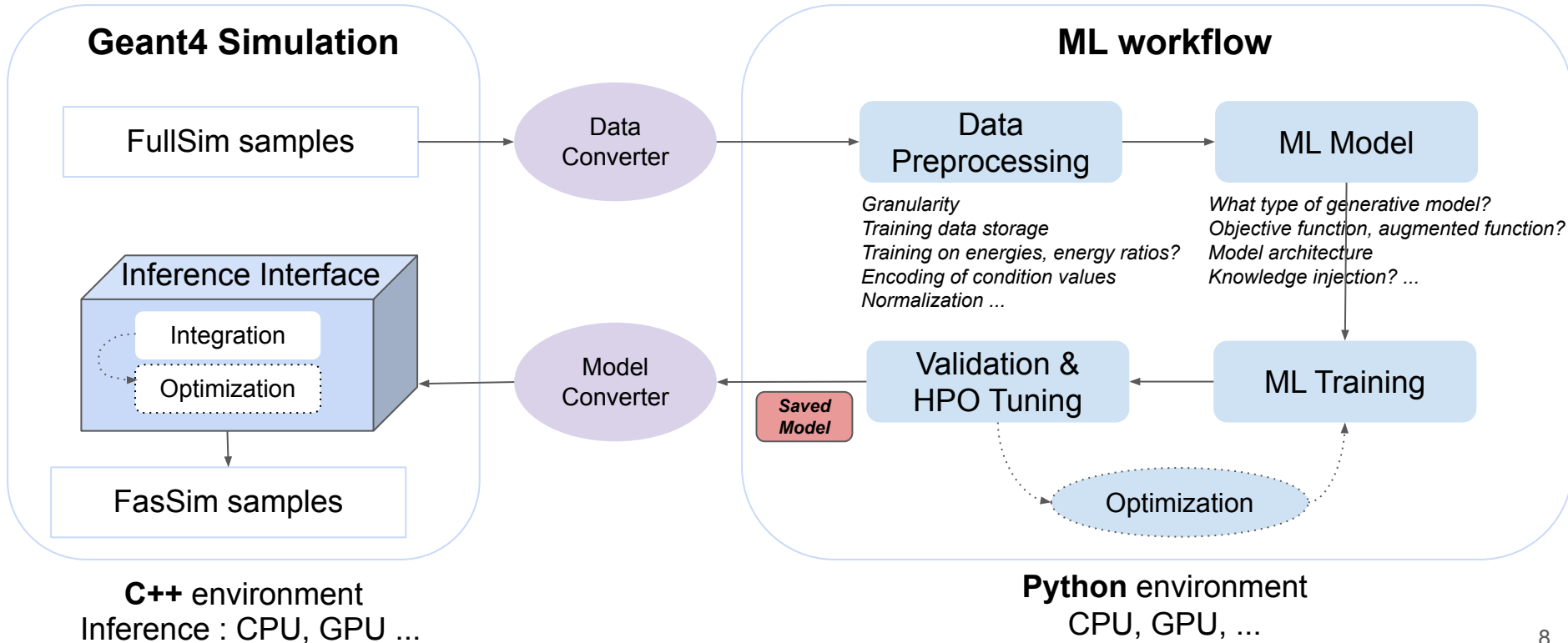
```
# MLFastCaLoSim
```

```
def MLFastCaLoSim(geometry, type, energy, angle):  
    return P(shower|geometry, type, energy, angle)
```

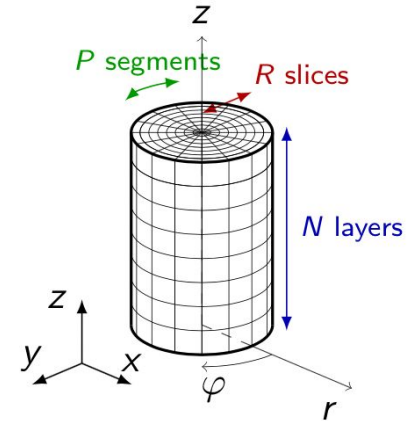
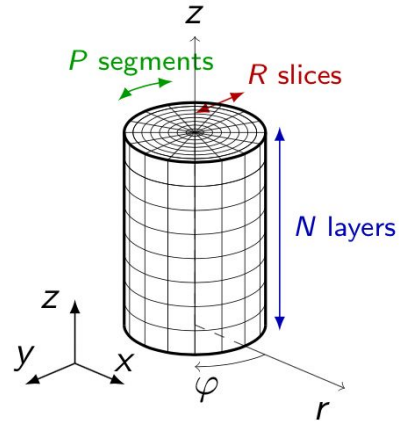
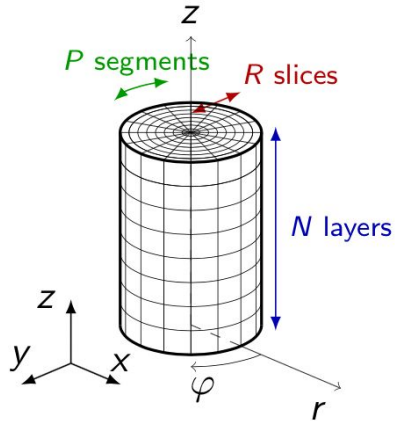
Generalizable & reusable solution

- *Trained on multiple detector geometries*
- *Adapt quickly to a new geometry*

From ML training to Geant4 fast simulation



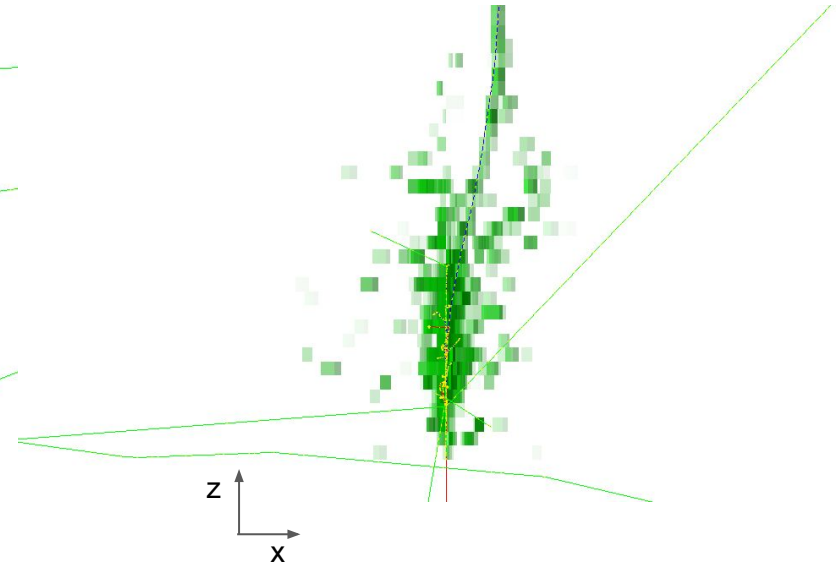
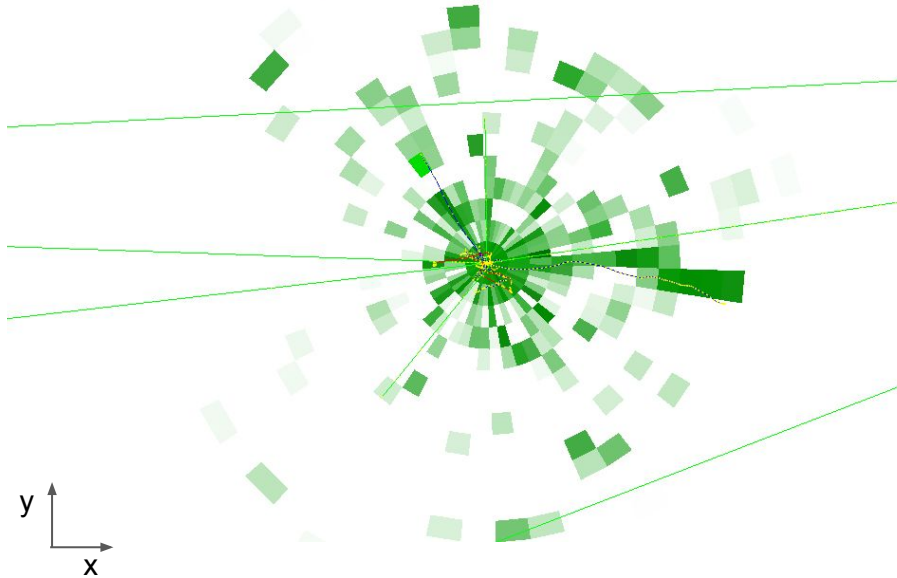
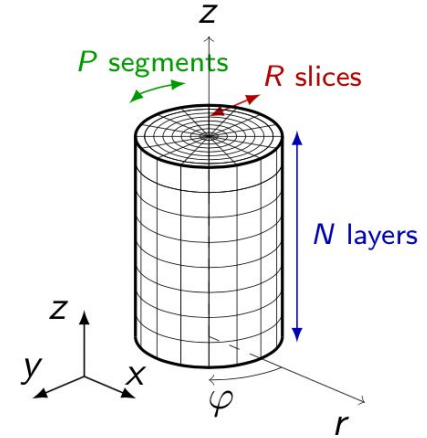
Calorimeter geometries (1/2)



Material (s)	Silicon and tungsten	Scintillator and lead	Lead tungstate
Geometry name	SiW	SciPb	PBWO4
Number of layers	90	45	1
Layer thickness	1.7mm	1.7mm	200.25 mm

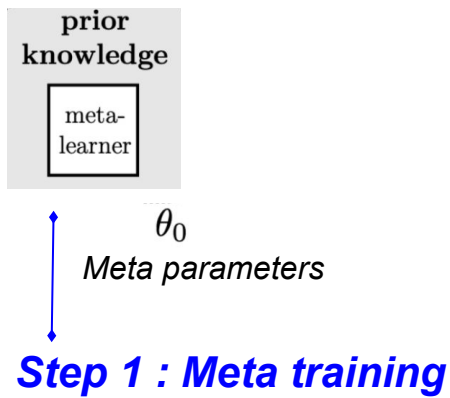
Calorimeter geometries (2/2)

Number of readout cells is $\mathbf{R \times P \times N = 18 \times 50 \times 45}$



Meta Learning: learn to learn “fast”

Step 2 : Adaptation



Meta Learning : Reptile

On First-Order Meta-Learning Algorithms

Alex Nichol and Joshua Achiam and John Schulman

OpenAI

{alex, jachiam, joschu}@openai.com

[arXiv:1803.02999](https://arxiv.org/abs/1803.02999)

Abstract

This paper considers meta-learning problems, where there is a distribution of tasks, and we would like to obtain an agent that performs well (i.e., learns quickly) when presented with a previously unseen task sampled from this distribution. We analyze a family of algorithms for **learning a parameter initialization** that can be fine-tuned quickly on a new task, using only first-order derivatives for the meta-learning updates. This family includes and generalizes first-order MAML, an approximation to MAML obtained by ignoring second-order derivatives. It also includes Reptile, a new algorithm that we introduce here, which **works by repeatedly sampling a task, training on it, and moving the initialization towards the trained weights on that task.** We expand on the results from Finn et al. showing that first-order meta-learning algorithms perform well on some well-established benchmarks for few-shot classification, and we provide theoretical analysis aimed at understanding why these algorithms work.

Model-Agnostic Meta-Learning for Fast Adaptation of Deep Networks

Chelsea Finn, Pieter Abbeel, Sergey Levine

[arXiv:1703.03400](https://arxiv.org/abs/1703.03400)

We propose an algorithm for meta-learning that is model-agnostic, in the sense that it is compatible with any model trained with gradient descent and applicable to a variety of different learning problems, including classification, regression, and reinforcement learning. The goal of meta-learning is to train a model on a variety of learning tasks, such that it can solve new learning tasks using only a small number of training samples. In our approach, the parameters of the model are explicitly trained such that a small number of gradient steps with a small amount of training data from a new task will produce good generalization performance on that task. In effect, our method trains the model to be easy to fine-tune. We demonstrate that this approach leads to state-of-the-art performance on two few-shot image classification benchmarks, produces good results on few-shot regression, and accelerates fine-tuning for policy gradient reinforcement learning with neural network policies.

Algorithm 1 Reptile (serial version)

Initialize ϕ , the vector of initial parameters

for iteration = 1, 2, ... **do**

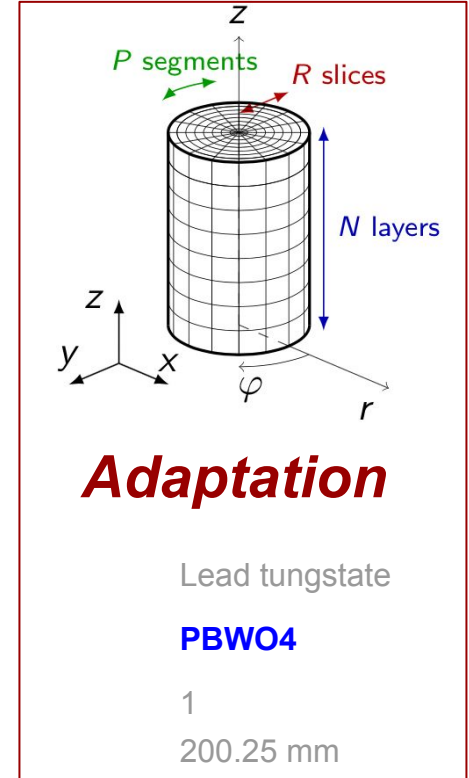
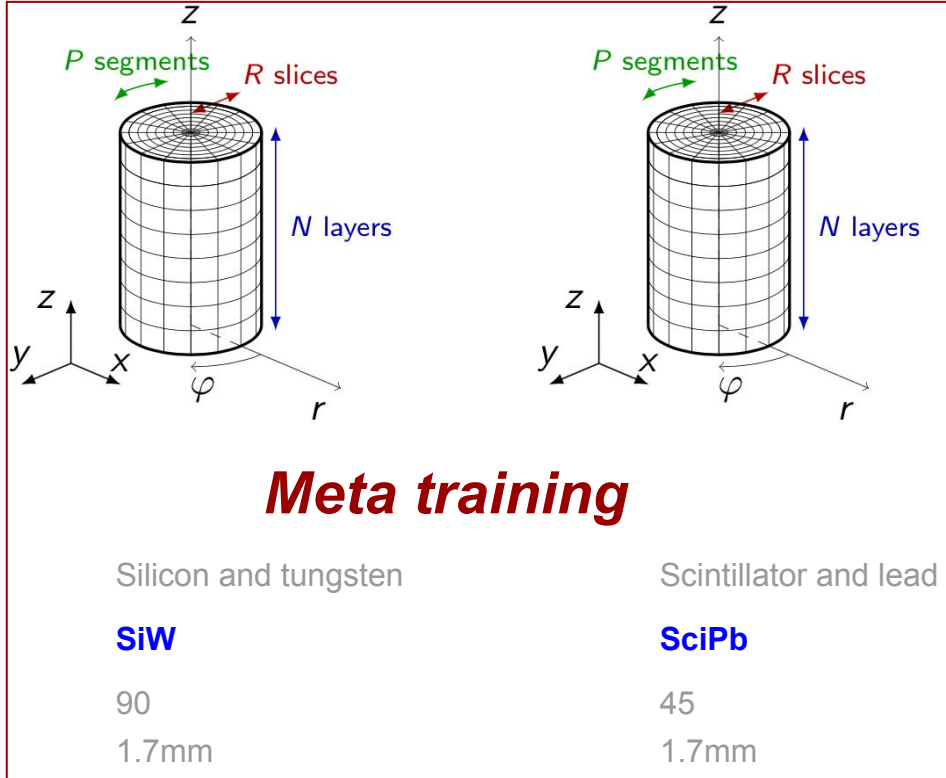
 Sample task τ , corresponding to loss L_τ on weight vectors $\tilde{\phi}$

 Compute $\tilde{\phi} = U_\tau^k(\phi)$, denoting k steps of SGD or Adam

 Update $\phi \leftarrow \phi + \epsilon(\tilde{\phi} - \phi)$

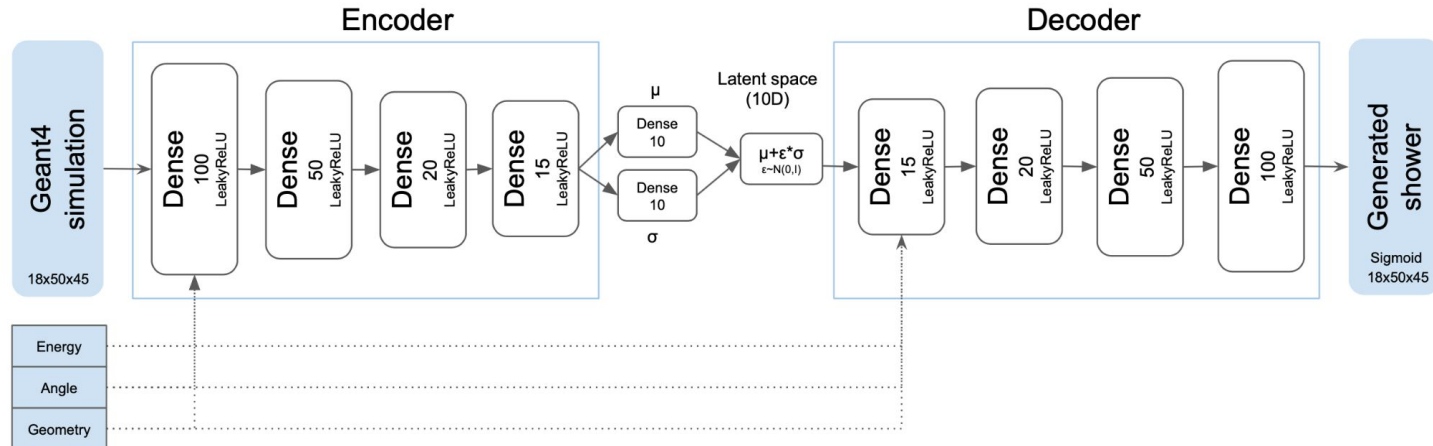
end for

Meta learning for fast shower simulation

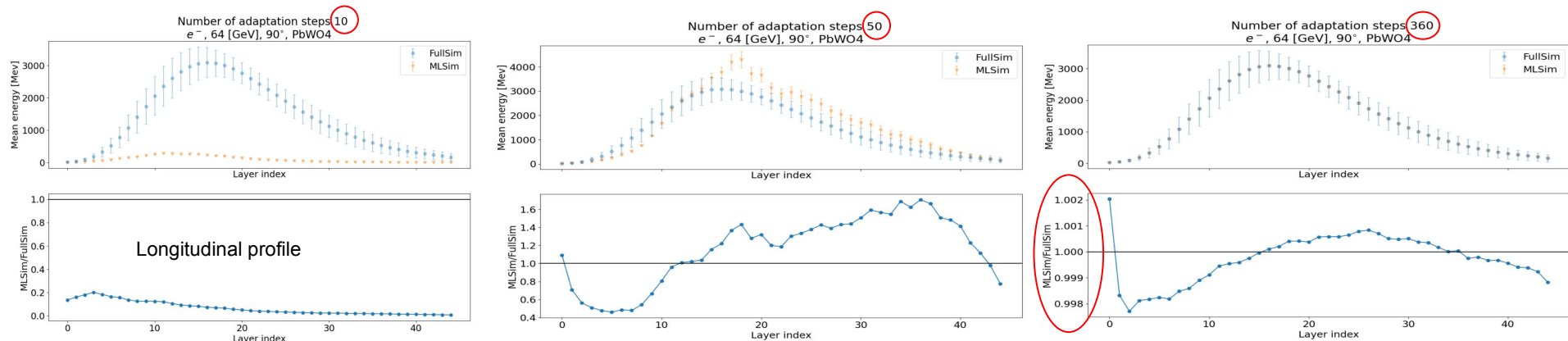


Meta-training step

- Energy range: 1GeV-1TeV (discrete values in powers of 2)
- Incident angle : 50-90° (step of 10°)
- Generative model : Variational Autoencoder (VAE)

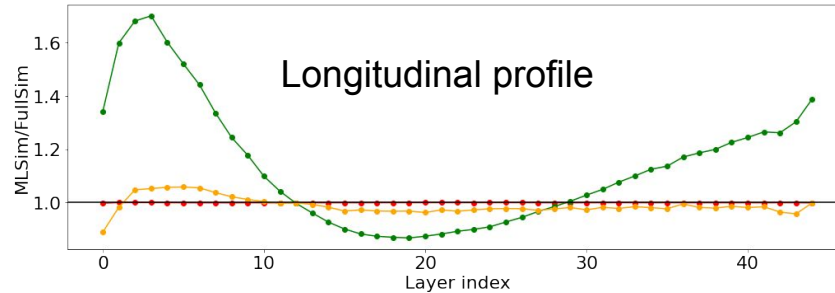
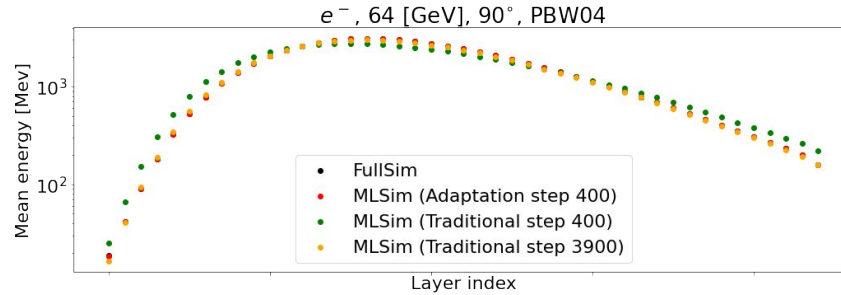


Adaptation step on a new geometry



- Meta training step: model trained on two detector geometries (SiW & SciPb)
- Fast adaptation step: the pretrained model is adapted to the PBWO4 geometry (360 steps takes 18s on a CPU machine)

Adaptation vs traditional training



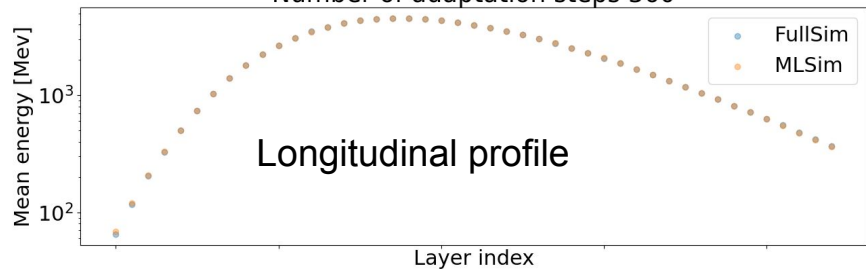
Meta learning - Adaptation

Traditional training

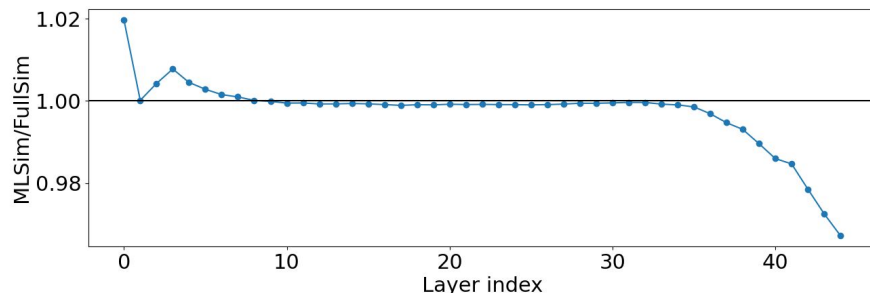
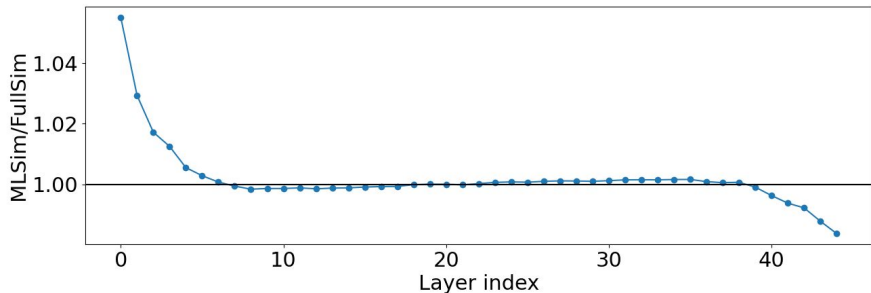
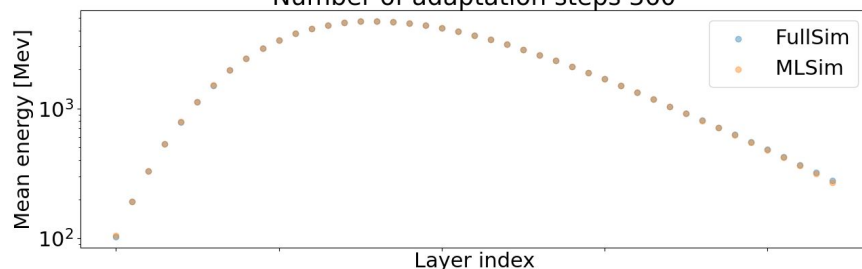
- Meta training using geometries & adaptation on a new geometry
- 400 steps of adaptation : 20.48 s
- Training on a single geometry with checkpoint saved every 100 epochs
- 400 steps of training : 1200 s (around 3h for 3900 steps)

Condition on the particle type

γ , 128 [GeV], 60°, PBW04
number of adaptation steps 360

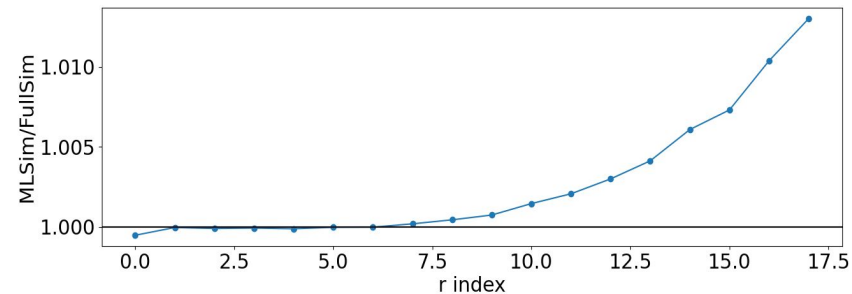
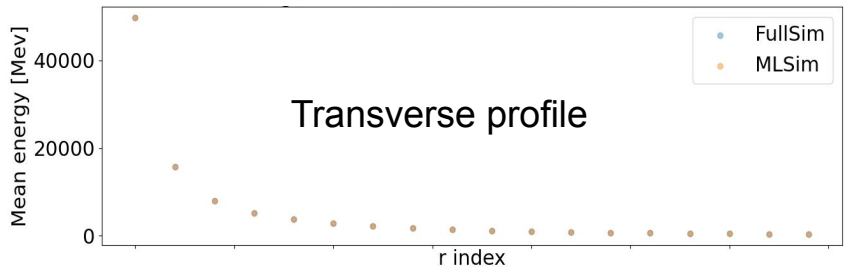


e^- , 128 [GeV], 60°, PBW04
Number of adaptation steps 360

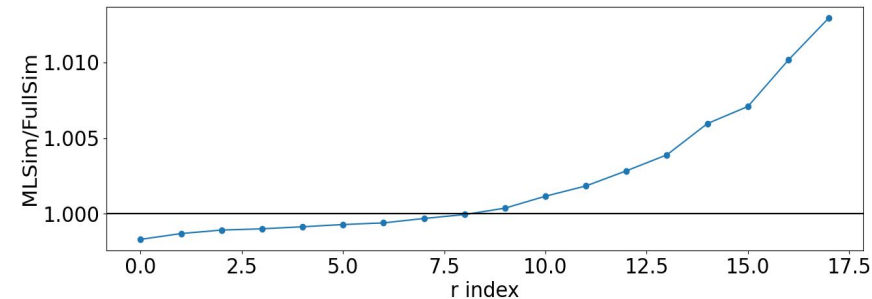
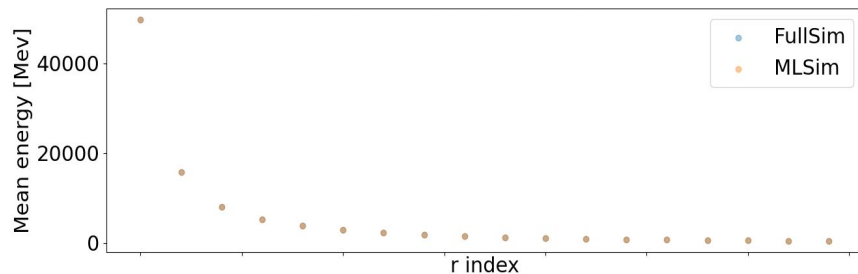


Condition on the particle type

γ , 128 [GeV], 60°, PBW04
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e^- , 128 [GeV], 60°, PBW04
Number of adaptation steps 360



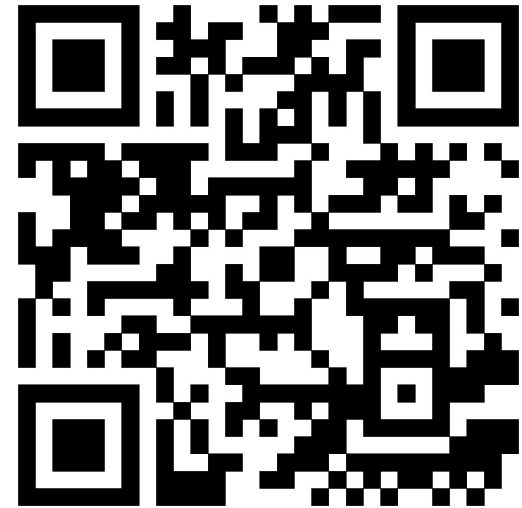
Summary & conclusion

- Fast simulation techniques are needed to cope with the new challenges for detector simulation
- ML approaches are largely investigated in high energy physics for fast calorimeter simulation
 - Experiment specific models
 - **Generalizable simulator**
 - **Meta learning approach** for multiple detector geometry modeling
 - Ongoing work on validation for use on realistic geometries (Future Circular Colliders)
 - Very promising results and some models are now already in production!

CaloChallenge : first-ever Fast Calorimeter Simulation Challenge!

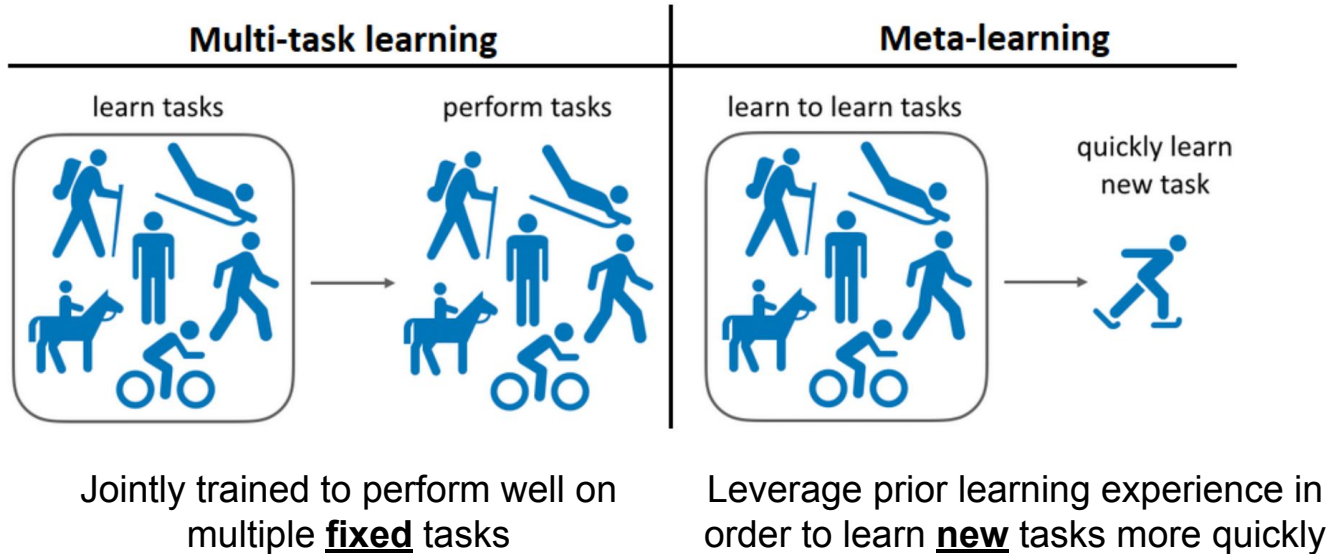
- **Dataset 1** can be downloaded from [Zenodo with DOI 10.5281/zenodo.6234054](#). It is based on the ATLAS GEANT4 open datasets that were published [here](#). There are three files, two for photons and one for charged pions. Each dataset contains the voxelised shower information obtained from single particles produced at the calorimeter surface in the η range (0.2-0.25) and simulated in the ATLAS detector. There are 15 incident energies from 256 MeV up to 4 TeV produced in powers of two. 10k events are available in each sample with the exception of those at higher energies that have a lower statistics. These samples were used to train the corresponding two GANs presented in the AtlFast3 paper [SIMU-2018-04](#) and in the FastCaloGAN note [ATL-SOFT-PUB-2020-006](#). The number of radial and angular bins varies from layer to layer and is also different for photons and pions, resulting in **368 voxels** for photons and **533** for pions.
- **Dataset 2** can be downloaded from [Zenodo with DOI 10.5281/zenodo.6366270](#). It consists of two files with 100k GEANT4-simulated showers of electrons each with energies sampled from a log-uniform distribution ranging from 1 GeV to 1 TeV. The detector has a concentric cylinder geometry with 45 layers, where each layer consists of active (silicon) and passive (tungsten) material. Each layer has 144 readout cells, 9 in radial and 16 in angular direction, yielding a total of $9 \times 16 \times 45 = 6480$ voxels. One of file should be used for training the generative model, the other one serves as reference file in evaluation.
- **Dataset 3** can be downloaded from [Zenodo with DOI 10.5281/zenodo.6366323](#). It consists of 4 files, each one contains 50k GEANT4-simulated electron showers with energies sampled from a log-uniform distribution ranging from 1 GeV to 1 TeV. The detector geometry is similar to dataset 2, but has a much higher granularity. Each of the 45 layer has now 18 radial and 50 angular bins, totalling $18 \times 50 \times 45 = 40500$ voxels. This dataset was produced using the [Par04 Geant4 example](#). Two of the files should be used for training the generative model, the other two serve as reference files in evaluation.

<https://calochallenge.github.io/homepage/>

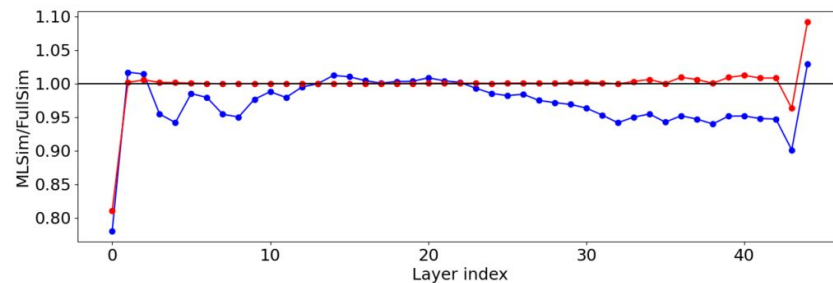
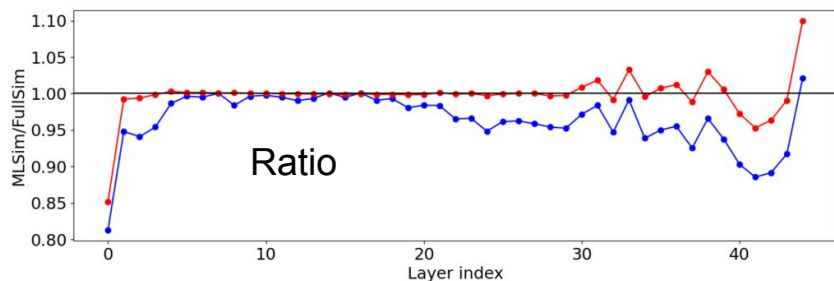
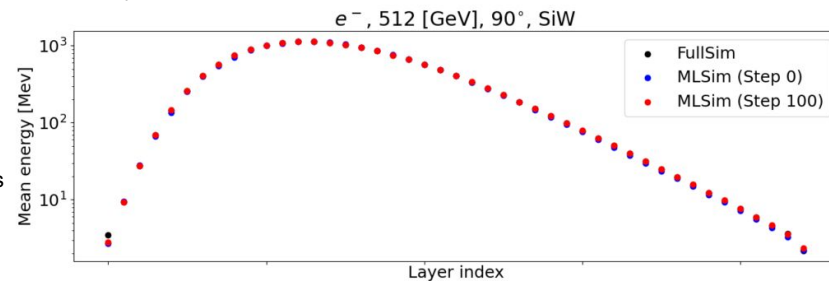
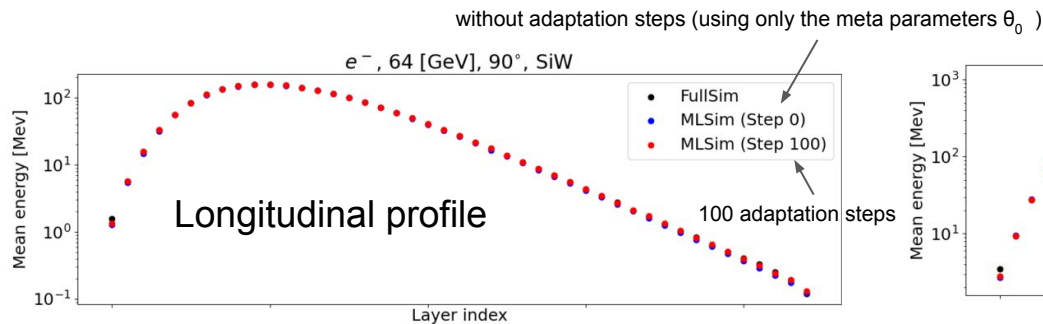


Backup

Multi-task learning vs Meta-learning

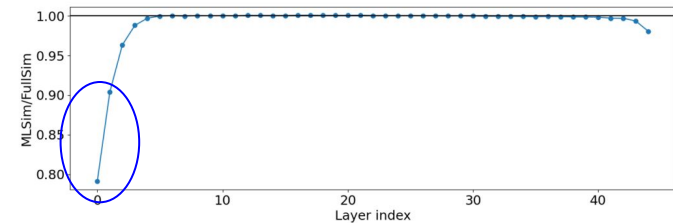
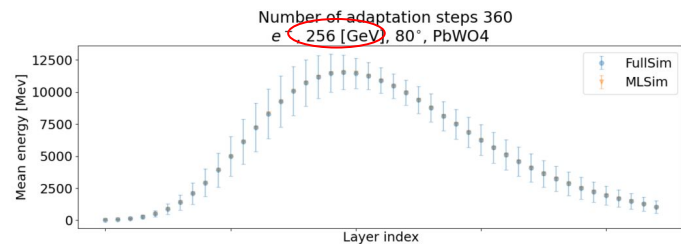
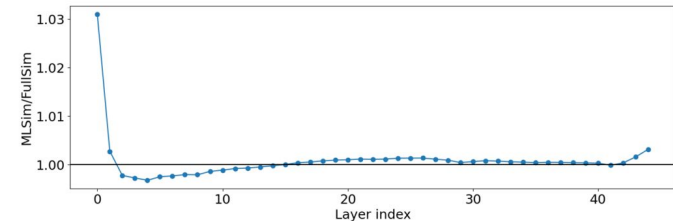
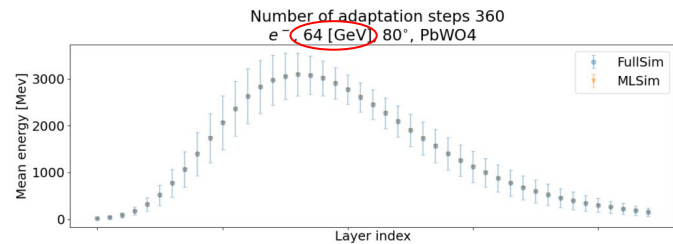
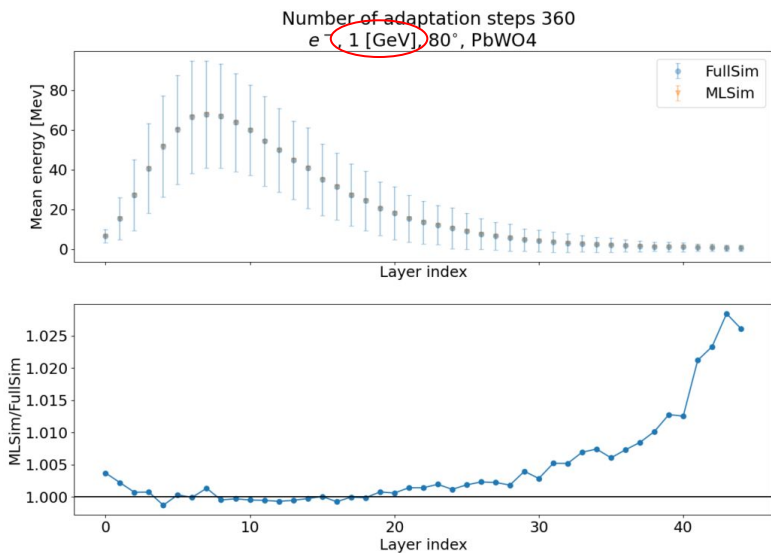


Validation on a meta-training geometry

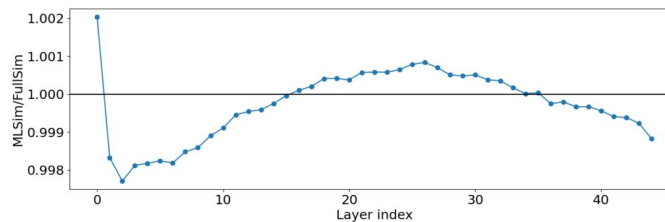
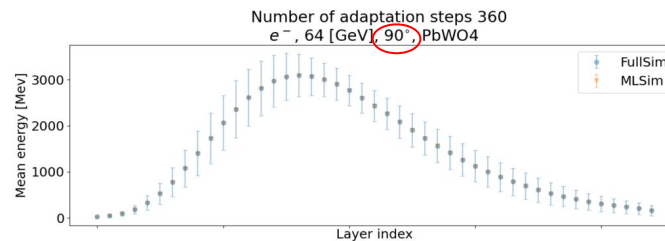
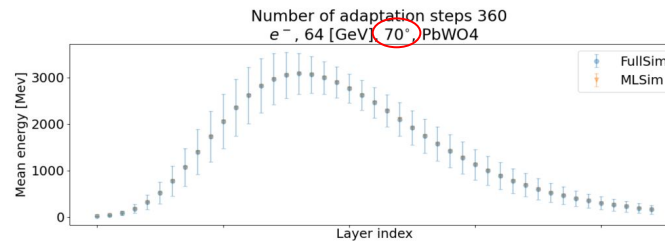
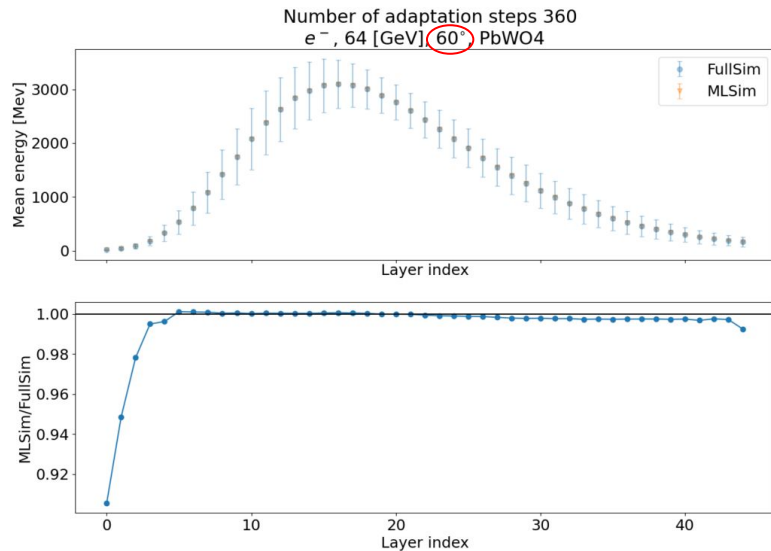


Meta training step: model trained on two detector geometries (SiW & SciPb)

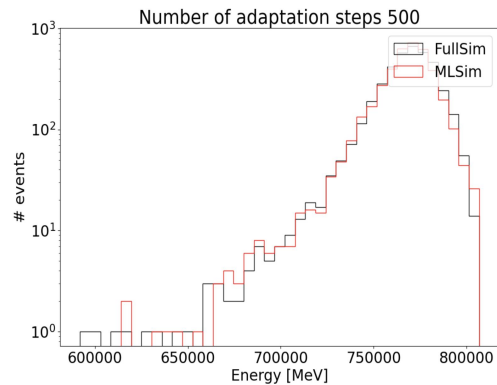
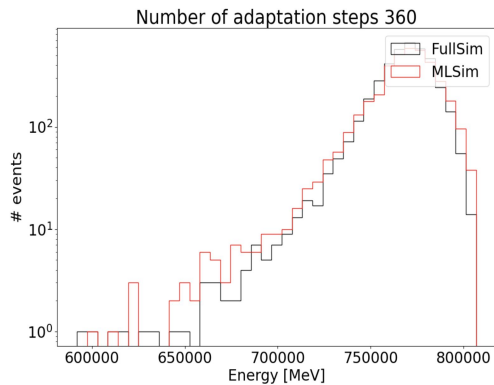
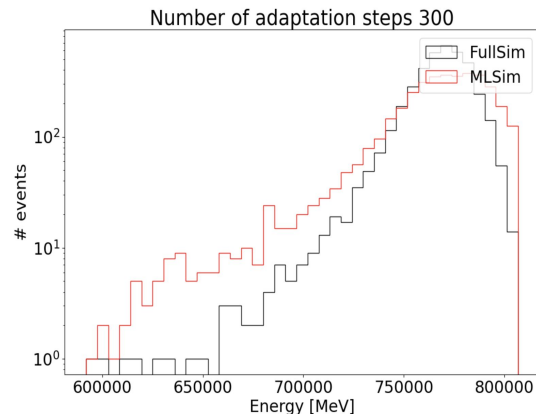
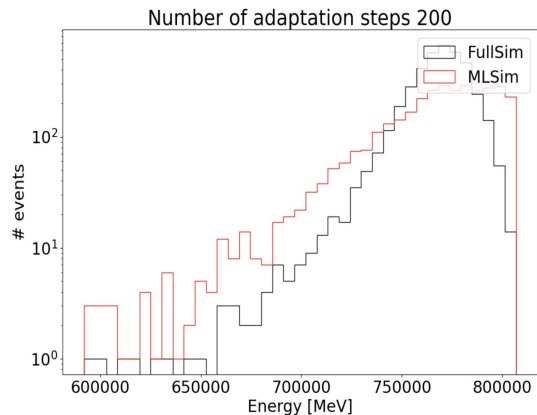
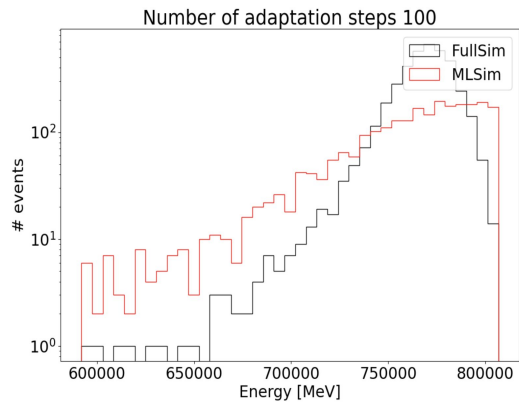
Adaptation across energies



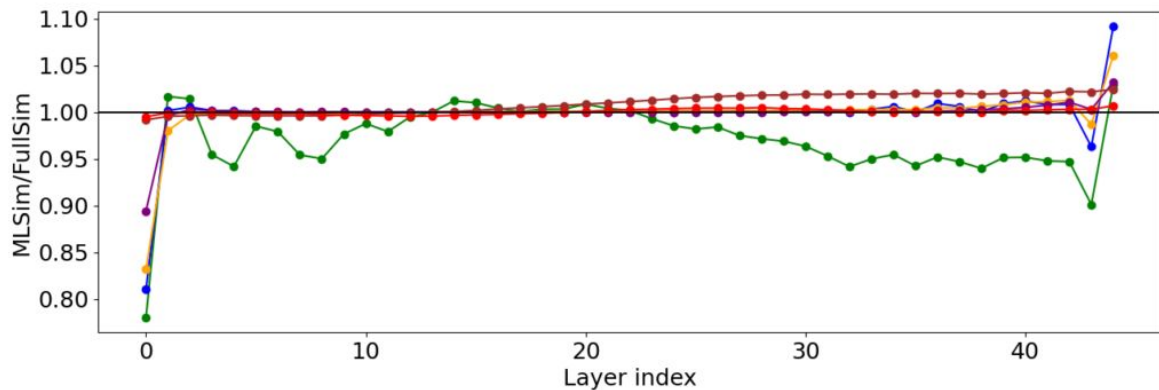
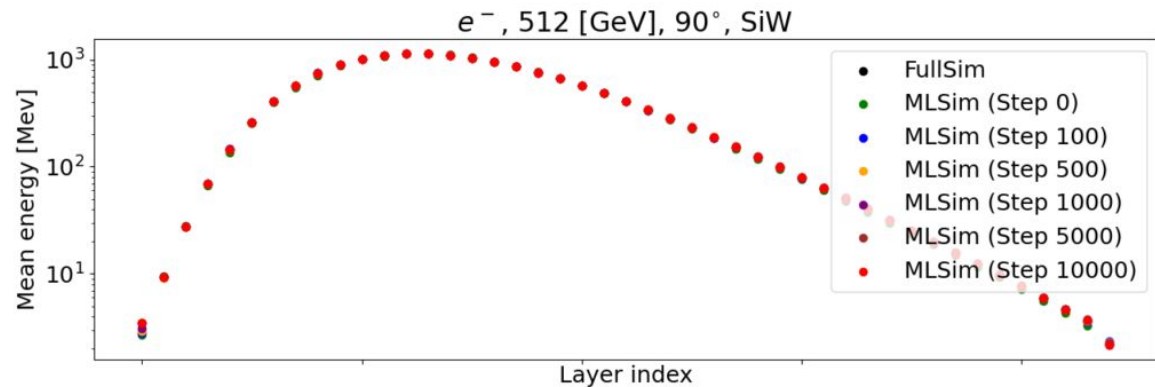
Adaptation across angles



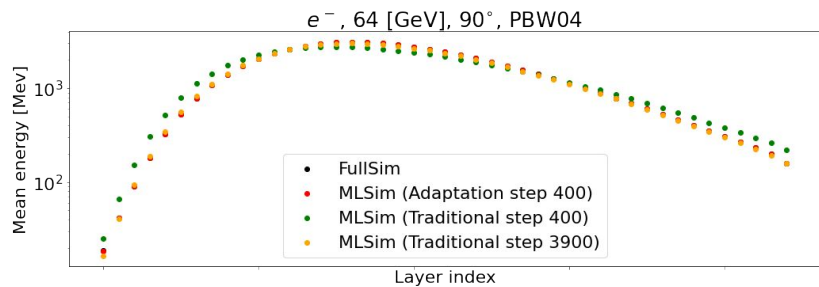
Total energy distribution, e^- , 1 TeV, 90°



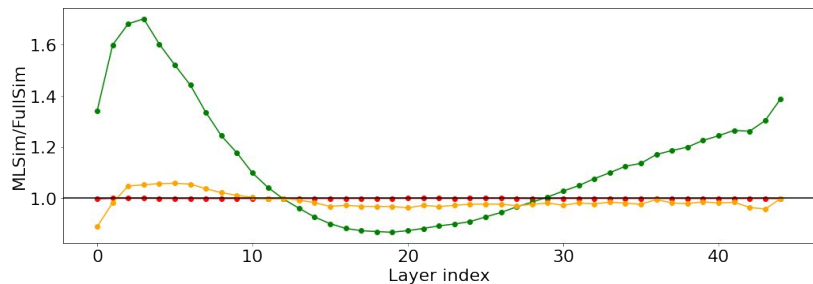
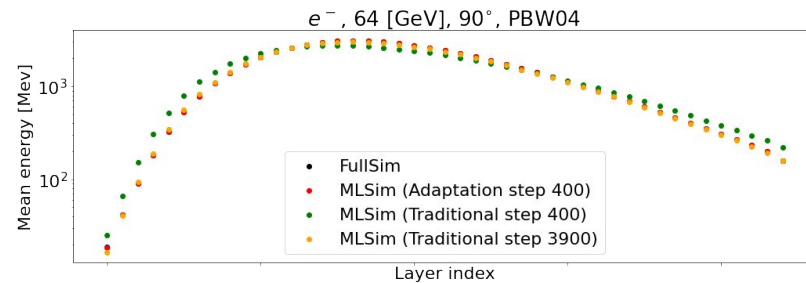
Improvement with longer steps



Adaptation vs traditional training

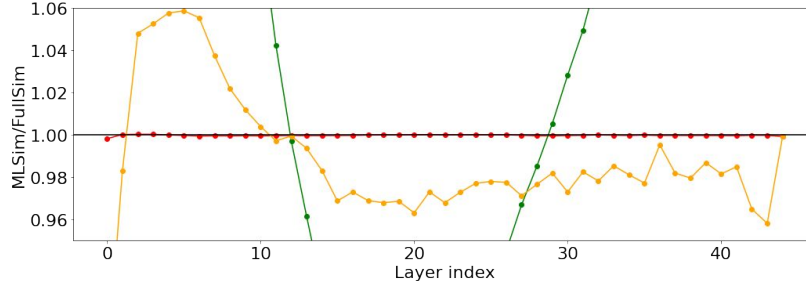


Zoom in
the ratio
plot



Meta learning - Adaptation

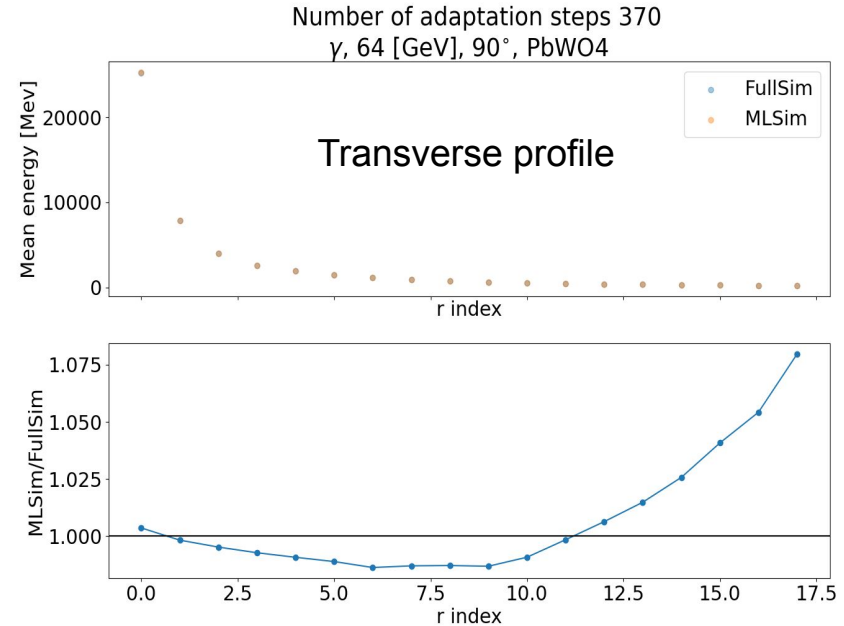
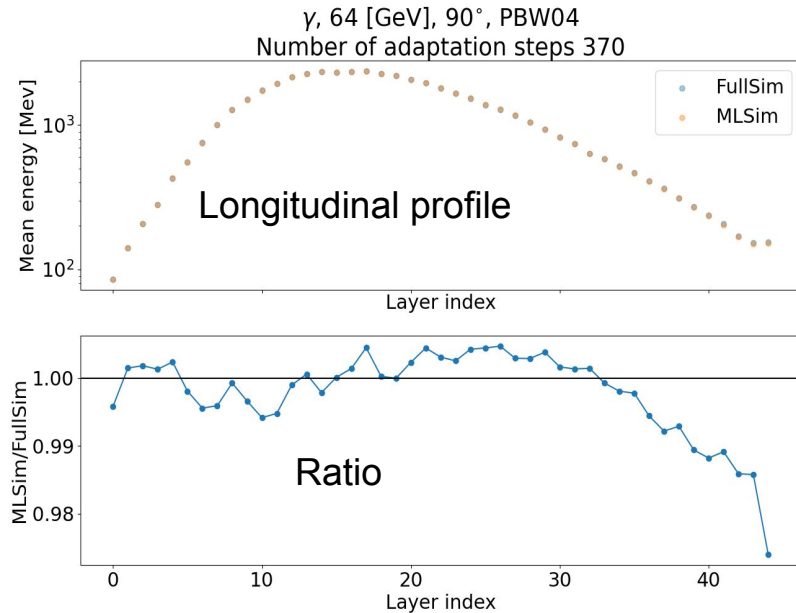
- Meta training using geometries & adaptation on a new geometry
- 400 steps of adaptation : 20.48 s



Traditional training

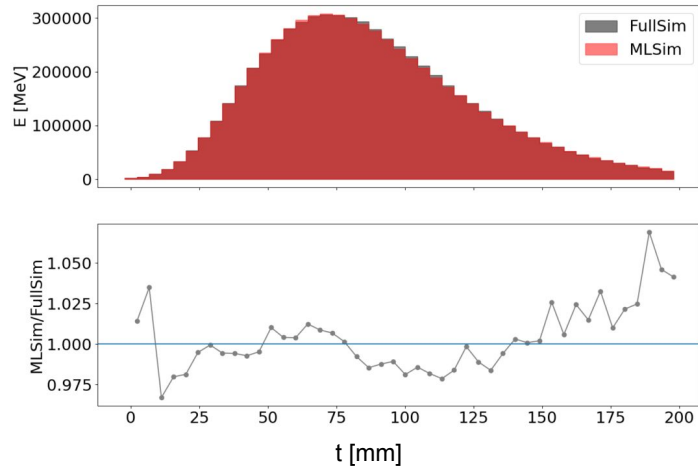
- Training on a single geometry with checkpoint saved every 100 epochs
- 400 steps of training : 1200 s

Adaptation step on a new geometry : new particle type

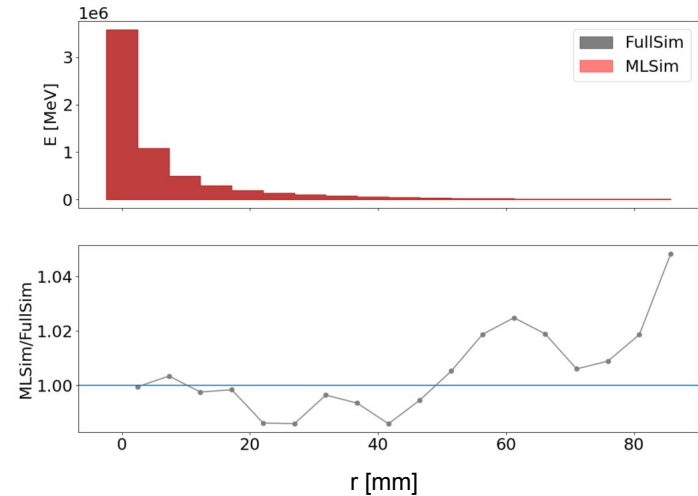


- Meta training step: model trained on two detector geometries (SiW & SciPb)
- Fast adaptation step: the pretrained model is adapted to the PBW04 geometry

Inference in G4 after fast adaptation to a new geometry



Longitudinal profile



Transverse profile

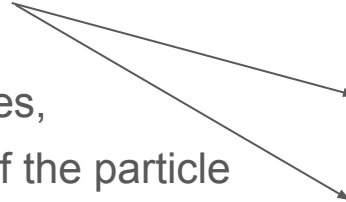
Par04 example

- Fast simulation with ML within Geant4
- New Par04 extended example in Geant4 11.0

[examples/extended/parameterisation/Par04](#)

- Demonstrates how to incorporate inference libraries
 - ONNX Runtime
 - LWTNN
- The ML trained on 2 provided geometries, conditioned on the **energy** and **angle** of the particle
- Example can run full and fast simulation (if any of the inference libraries is available, e.g. via LCG)

Name
..
C++ Par04ActionInitialisation.cc
C++ Par04DefineMeshModel.cc
C++ Par04DetectorConstruction.cc
C++ Par04DetectorMessenger.cc
C++ Par04EventAction.cc
C++ Par04EventInformation.cc
C++ Par04Hit.cc
C++ Par04InferenceMessenger.cc
C++ Par04InferenceSetup.cc
C++ Par04LwttnInference.cc
C++ Par04MLFastSimModel.cc
C++ Par04OnnxInference.cc
C++ Par04PrimaryGeneratorAction.cc
C++ Par04RunAction.cc
C++ Par04SensitiveDetector.cc



Simulation time

