Zoeken naar nieuwe fysica met de hulp van Machine learning

Sascha Caron (Radboud University and Nikhef)

Bij de Steerkundige Vereeniging Triangulum in Apeldoorn

95 % of the Universe is unknown

Dark Matter

Dark Energy

All known matter: stars planets, galaxies

Higgs: You got a new toy, it's a playmobil castle with a size between 1-1000 cm. Can you find it ?



Today: I have a new toy for you, I put it somewhere in your room. The size is 0.1-100 cm. Can you find it ?













2018:Exhaustive Automated Search Database of Models





2017: Scan gamma rays for DM with Deep Networks



Figure 7: Activations of the different convolutional layers on a simulation. Each column

Scan Data with Million templates

2018: Automatize searches for anomalies



Traditional pipeline:



1. Machine Learning or toys from the future



1a) regression

Estimate function using polynominals

Trained function:

$$y(x, \mathbf{w}) = w_0 + w_1 x + w_2 x^2 + \dots$$

(linear model in the unknown parameter \vec{w}).

Problem is to determine "best" model parameters This is done by defining an "error function" or loss function which is then "minimized".

$$E = \sum_{n=1}^{N} (y(x_n, \mathbf{w}) - f(x_n))^2$$

→ Easy to solve

However: Which order of the polynomial ?



$\mathbf{f}(ec{x})$ s now a 1d function of a 1d variable x

Example 1dim regression

$$E = \sum_{n=1}^{N} (y(x_n, \mathbf{w}) - f(x_n))^2$$

Trained function:

$$y(x, \mathbf{w}) = w_0 + w_1 x + w_2 x^2 + \dots$$

(linear model in the unknown parameter \vec{w}).

➔ Higher order polynominals Naturally fit better, but they do not agree with the true curve.

→Overfitting

Can be seen in data by calculating the error function of an <u>independent</u> data set → Test data error function would be large ! → Dataset typically split in a "training set" and a "testing set"



Neural Network - regression

• Suppose we have a trivial model:

$$y(x, \mathbf{w}) = f(\sum_{i} w_i x)$$

and f is a non-linear activation function.

Let's make the input a vector (more input variables):

$$y(\vec{x}, \mathbf{w}) = f(\sum_{i} w_{i}x_{i})$$
Inputs Weights Net input Activation function
$$(1) \quad (w_{0}) \quad (w_{1}) \quad (w_{1}) \quad (w_{1}) \quad (w_{2}) \quad (w_{2$$

+ bias vector (here neglected, see NN lectures)

Activation functions examples							
Identity		f(x)=x	Does not work for NN -> No non-linearities	f'(x)=1			
Binary step		$f(x) = egin{cases} 0 & ext{for } x \ 1 & ext{for } x \end{cases}$	$lpha < 0 \ lpha \geq 0$	$f'(x)=egin{cases} 0 & ext{for } x eq 0\ ? & ext{for } x=0 \end{cases}$			
Logistic (a.k.a. Sigmoid or Soft step)		$f(x)=\sigma(x)=rac{1}{1}$.	$\frac{1}{1+e^{-x}}$ [1]	$f^\prime(x)=f(x)(1-f(x))$			
TanH		f(x) = anh(x) =	$+ rac{(e^x - e^{-x})}{(e^x + e^{-x})}$	$f^{\prime}(x)=1-f(x)^{2}$			
ArcTan		$f(x)= an^{-1}(x)$		$f'(x)=\frac{1}{x^2+1}$			
Softsign ^{[7][8]}		$f(x)=rac{x}{1+ x }$		$f'(x) = \frac{1}{(1+ x)^2}$			
Inverse square root unit (ISRU) ^[9]		$f(x)=rac{x}{\sqrt{1+lpha x^2}}$		$f'(x) = \left(rac{1}{\sqrt{1+lpha x^2}} ight)^3$			
Rectified linear unit (ReLU) ^[10]		$f(x) = egin{cases} 0 & ext{for } x \ x & ext{for } x \end{bmatrix}$	c < 0 $c \ge 0$	$f'(x) = egin{cases} 0 & ext{for } x < 0 \ 1 & ext{for } x \geq 0 \end{cases}$			

Neural Networks

 Let us now make the basis function itself nonlinear combinations of its inputs

$$egin{aligned} y^{(2)} &= arphi^{(2)} \left(\sum_{j=1}^m \left(w_j^{(2)} y_j^{(1)} + b^{(2)}
ight)
ight) \ &= arphi^{(2)} \left(\sum_{j=1}^m w_j^{(2)} arphi^{(1)} \left(\sum_{i=1}^n w_{ji}^{(1)} x_i + b_j^{(1)}
ight) + b^{(2)}
ight) \end{aligned}$$

And phi is a non-linear activation function, b is called bias

(bias allows to "shift" the activation function

$$\begin{array}{ll} y^{(2)} &= \varphi^{(2)} \left(\sum_{j=1}^m \left(w_j^{(2)} y_j^{(1)} + b^{(2)} \right) \right) \\ &= \varphi^{(2)} \left(\sum_{j=1}^m w_j^{(2)} \varphi^{(1)} \left(\sum_{i=1}^n w_{ji}^{(1)} x_i + b_j^{(1)} \right) + b^{(2)} \right) \end{array}$$



y



This is a 3 layer (1 hidden layer) feedforward (multilayer) perceptron

 \rightarrow This is the "simplest network"

"Training":

Finding the set of weights which minimize the error function

Neural Networks

• Of course we can have multiple output nodes



... or multiple hidden layers...

"Non-deep" feedforward neural network

Deep neural network



We often use 5-10 layers

2014 First deep network in HEP (begin 2018 we had 50 on arxiv)

Searching for Exotic Particles in High-Energy Physics with Deep Learning

P. Baldi,¹ P. Sadowski,¹ and D. Whiteson²

¹Dept. of Computer Science, UC Irvine, Irvine, CA 92617^{*} ²Dept. of Physics and Astronomy, UC Irvine, Irvine, CA 92617[†]

Collisions at high-energy particle colliders are a traditionally fruitful source of exotic particle discoveries. Finding these rare particles requires solving difficult signal-versus-background classification problems, hence machine learning approaches are often used. Standard approaches have relied on 'shallow' machine learning models that have a limited capacity to learn complex non-linear functions of the inputs, and rely on a pain-staking search through manually constructed non-linear features. Progress on this problem has slowed, as a variety of techniques have shown equivalent performance. Recent advances in the field of deep learning make it possible to learn more complex functions and better discriminate between signal and background classes. Using benchmark datasets, we show that deep learning methods need no manually constructed inputs and yet improve the classification metric by as much as 8% over the best current approaches. This demonstrates that deep learning approaches can improve the power of collider searches for exotic particles.

		AUC			
Technique	Low-level	High-level	Complete		
BDT	0.73(0.01)	0.78(0.01)	0.81 (0.01)		
NN	$0.733 \ (0.007)$	$0.777 \ (0.001)$	0.816(0.004)		
DN	0.880(0.001)	$0.800 \ (< 0.001)$	0.885(0.002)		
	Discovery significance				
Technique	Low-level	High-level	Complete		
NN	2.5σ	3.1σ	3.7σ		
DN	4.9σ	3.6σ	5.0σ		

Important: Input only 4 vectors !!!! No knowledge about physics !!!!











Training methods

Supervised

Unsupervised

Learning known patterns







Reinforcement

Generating data

Learning patterns



2. Astroparticle DM searches with Machines

Brank With

THE OWNER

Dark Matter data gathering pillars



Gravitational interactions



Indirect Detection



Direct Detection



Production

Deep Convolutional Networks Actually Alpha-go used a deep convolutional network... What is this ?

We recently used deep convolutional networks to analyse gamma ray images for

Dark Matter

https://arxiv.org/abs/1708.06706

Convolutional Networks

- Convolutional networks have convolution layers based on "filters", a filter (a matrix) maps "a group of numbers" to "a number" reducing the data → CONV layers
- There are also layers which only do a downsampling (lower the dimensionality) POOL or "fully connected layers" to process the final numbers...

Filters (Matrix)

• Unity

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$



"Edge detector":

$$\begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

"Convolutional" Network use "invariances" (rotation, translation) in data (e.g. images)

WIMP Astrophysics



33

Gamma rays & the Galactic Center excess

NASA press release 2014 (excess known since 2009) The inset is a map of the galactic center with known sources removed, which reveals the gamma-ray excess (red, green and blue) found there. This excess emission is consistent with annihilations from some hypothesized forms of dark matter. Credit: NASA/DOE/Fermi LAT Collaboration and T. Linden (Univ. of Chicago)



Official paper in 2015

Fermi-LAT Observations of High-Energy Gamma-Ray Emission Toward the Galactic Center Fermi-LAT Collaboration (M. Ajello (Clemson U.) *et al.*). Nov 9, 2015. 29 pp. 34 e-Print: <u>arXiv:1511.02938</u> [astro-ph.HE] | PDF

Our convolutional network (convnet)



Max-pooling after every convolution Local response normalization after every other convolution

Figure 6: Visualization of the convolutional neural network. The network consists of an input layer, 5 convolutional + pooling layers, 2 fully connected layers and finally an output layer.

Hierarchical/compositional structure \rightarrow smaller to larger structures (reason: visible system is hierarchical as well...)

In comparison: GoogleLeNet has like 30 layers...

Isotropic or point sources: A Deep Convolutional Network approach

Output of the 5 convolutional layers can be "visualized" per event.



Activations of the network. Only four filters per layers are shown for clarity, between 256 and 65 filters are used for the different layers

Guess the fraction of point sources

www.mydarkmachine.org





What is this fraction?

This is 0.5



Your prediction: Invert image: Truth: 0.052 Network: 0.1230 Your guess: 0.5 Who is better? The network Interpretation here is frequentists and relies on the model to be correct (uncertainties from toy experiments, no p-value yet) Main message: Parameter determination of the physical model with a Neural Network

- Finally our goal is to **determine the model parameters** from 1 image ("real data")
- We do this by training the network on "simulation" ("simulated data")
- We need to ensure that simulation agrees with data: Is the true image in the simulation parameter space of images ? If not DM parameters maybe wrong !

In simple words we do a "fit" to the image including all kinds of "unknown correlations" using a deep convolutional network trained on simulations

- Categorize objects on the gamma-ray sky



Also point source detection now → see e.g. recent paper called "deepsource" https://arxiv.org/abs/1807.02701

Can we simulate the most elementary interactions of our Universe with machine learning?

ATLAS

Sydney Otten,^{1,2}, Sascha Caron,^{1,3}, Wieske de Swart,¹ Melissa van Beekveld,¹, Luc Hendriks,¹ Caspar van Leeuwen,⁴ Damian Podareanu,⁴ and Roberto Ruiz de Austri⁵
¹Institute for Mathematics, Astro- and Particle Physics IMAPP Radboud Universiteit, Nijmegen, The Netherlands
²GRAPPA, University of Amsterdam, The Netherlands
³Nikhef, Amsterdam, The Netherlands
⁴SURFsara, Amsterdam, The Netherlands
⁵Instituto de Fisica Corpuscular, IFIC-UV/CSIC University of Valencia, Spain

The most elementary interactions

Collisions at the Large Hadron Collider

Bunch crossing every 25 ns... many collisions per bunch crossing

Most events look like this...



Event from LHC run-2

1 in >1000 billion events looks like this



Mass of the Higgs is reconstructed with photon energies

Higgs to 2 photon candidate with mass of 125 GeV



Accelerating simulations

• SUSY-AI (<u>www.susy-ai.org</u>) : Good or bad model from 19 parameters

→ from hours to <u>microseconds</u>

- **DeepXs** : Calculating frequency of new physics events
 - → from 20 min to <u>microseconds</u>

This project with surfsara: Generate and simulate full events !

Simulation: Traditional

Energy and angles of reconstructed particles



Detector Simulator



Input: Random numbers

Simulation: Us

Energy and angles of reconstructed particles



Input: Random numbers

Random numbers...



Götz, Karl Otto: Statistisch-metrischer Versuch 4:2:2:1, Entwurf Sommer 1959

Random input \rightarrow Art



Tinguely, Meta Matics

Network simulations ?

Generative Adversarial Networks state of the art:





Distributions of Particle Collision "Events" with GANs



Distributions of Particle Collision "Events" with GANs



Autoencoders



We actually use a better version: "Dutch" Autoencoder (Variational Autoencoder by Dederik Kingma and Max Welling)

Distributions of Particle Collision "Events" with variational autoencoders



BAD:

Autoencoder typically does not make events of different types with right frequencies !

Autoencoder (+ event info in latent space)



We actually use a better version: "Dutch" Autoencoder (Variational Autoencoder by Dederik Kingma and Max Welling)

Distributions of Particle Collision "Events" with "density" variational autoencoders



Why is this useful ?

Can "store" events in *lower dimensional* latent space and <u>interpolate</u> between them

→New events (by interpolation and compression/decompression)
→New concepts (by interpolation)
→New models (by interpolation)
→Better random number sampling
→Ultrafast (Million events per second compared to 1 event per minute ...)

Concept of a latent space of sofas and chairs



arxiv 1610.07584





FIG. 7: Visualization of the first two components of a principal component analysis of encoded Monte Carlo events in latent space. This shows an 8×8 grid of event displays following the red dots in Figure 6. These 64 points chosen

Our goal:

1:

New Physics ?

Our goal:

Event automatically classified as interesting new signal by a system trained on our "fast" simulations

New Physics ?

Problem at the Large Hadron Collider is to find new over-densities in the data compared with the SM expectation not necessary a new cluster or outliers...

... but maybe also outliers...

Our recent ATLAS approach

- Look everywhere for new overdensities
- Compare data to the SM using a test statistics and a scan algorithm
- → e.g. General Search (on arxiv now: https://arxiv.org/abs/1807.07447)



Automatize: >1600 distributions >800 channels >10^5 regions

Which quantity is optimal ? How to determine background ? How many hypothesis tests are optimal?