PID & Energy reconstruction Ft. Geometric Deep Learning

Christine QUACH - Laboratoire Leprince-Rinquet



12/12/2023

Outline.

- 1. How does the GNN work for Particle Identification ?
- 2. e/mu
- 3. e/gamma
- 4. e/pi0
- 5. Energy reconstruction for e & mu

1 How does the GNN work for Particle Identification ?



Events at high energy

- Large number of PMTs triggered (around 3000 hit PMTs per event).
- For each PMT, 5 distinct pieces of data are collected: Position (x, y, z), Charge, Time
 <u>Result</u>: MASSIVE DATASET
- These events exhibit a distinctive geometrical shape (like a ring). Our goal is to identify patterns using the 5 pieces of information from each hit PMT.
- Graphs are an excellent tool for this purpose!



But why not use a CNN?

- Data is represented in a cylindrical 3D format, making it challenging for conventional CNNs to handle
- CNNs are not great with **non-fixed-size** inputs. In our case, the number of hit PMTs can vary.
- CNNs only capturing spatial hierarchies. But events are not just about the **spatial** understanding of data but also its temporal and charge characteristics
- Graphs are an excellent tool for this purpose! 😊





12/12/2023









Node : Hit PMT







Edges (connection criteria)

- Based on which criteria are the nodes close ?
 - Physical proximity (x,y,z)
 - Charge, time proximity (Q,t)
 - Both !

1

- How many neighbours per node do we connect ?
 - Too many : too much memory allocated, same info
 - Not enough : less info

Hit**Hit PMT** coordinate s (x, y, z) Charge (Q) Hit time (t)



COO

s (x,

Ìha

Hit

coordinat

s (x, y, z)

Charge (C

Hit time (t

Edges (connection criteria)

- Based on which criteria are the nodes close ?
 - Physical proximity (x,y,z)
 - Charge, time proximity (Q,t)
 - Both !

- How many neighbours per node do we connect ?
 - Too many : too much memory allocated, same info
 - Not enough : less info



Edges (connection criteria)

- Based on which criteria are the nodes close ?
 - Physical proximity (x.v.z)
 - Charge, time proximity (Q,t)
 - Both !

- How many neighbours per node do we connect ?
 - Too many : too much memory allocated, same info
 - Not enough : less info



Edges (connection criteria)

- Based on which criteria are the nodes close ?
 - Physical proximity (x,y,z)
 - Charge, time proximity (Q,t)
 - Both !

- How many neighbours per node do we connect ?
 - Too many : too much memory allocated, same info
 - Not enough : less info



Edges (connection criteria)

- Based on which criteria are the nodes close ?
 - Physical proximity (x,y,z)
 - Charge, time proximity (Q,t)
 - Both !

1

Hit PMT coordinate s (x, y, z) Charge (Q) Hit time (t) odq_{Hi}Hit PMT coordinate s (x, y, z) Charge (Q) Hit time (t)



- How many neighbours per node do we connect ?
 - Too many : too much memory allocated, same info
 - Not enough : less info

Edges (connection criteria)

- Based on which criteria are the nodes close ?
 - Physical proximity (x,y,z)
 - Charge, time proximity (Q,t)
 - Both !

- How many neighbours per node do we connect ?
 - Too many : too much memory allocated, same info
 - Not enough : less into



Edges (connection criteria)

- Based on which criteria are the nodes close ?
 - Physical proximity (x,y,z)
 - Charge, time proximity (Q,t)
 - Both !

- How many neighbours per node do we connect ?
 - Too many : too much memory allocated, same info
 - Not enough : less info



Edges (connection criteria)

- Based on which criteria are the nodes close ?
 - Physical proximity (x,y,z)
 - Charge, time proximity (Q,t)
 - Both !

- How many neighbours per node do we connect ?
 - Too many : too much memory allocated, same info
 - Not enough : less info

















Convolutional layer

Aggregates and transforms information from neighboring nodes to update each node's feature. Reflecting local graph structures

Problem dependant !

12/12/2023

Convolutional layer

1

Main Features

ResGatedGraphConv.

- <u>Graph Convolution:</u> Aggregates information from neighboring nodes to update each node. (graph-based learning)
- <u>Gate Mechanism:</u> Uses a weight (between 0 and 1) to control the amount of information that is passed from one node to another. (adaptive control of information flow)
- <u>Residual Connection:</u> Adds the original node information to its updated information, facilitating gradient propagation. (enhanced gradient propagation)

- It's a neural network layer designed to work with data structured as graphs.
- It combines

 elements of graph
 convolution, gating
 mechanisms, and
 residual
 connections.









INPUT (Graph representation as 1D vector) 12/12/2023

NEURONS

























a) Architectureb) Results



a) Architecture

b) Results

Mu/e recall : Charge profile





a) Architecture

b) Results

Mu/e recall : Charge profile





Ζ	

a) Architecture

b) Results

Sub-GeV region

Dataset

<u>Number of events</u>: 180k e, 180k mu

• <u>Energy</u> : 100 MeV to 1000 MeV

• <u>Direction and position</u>: Uniform & isotropic

- <u>Signal</u> : e, <u>Background</u> : mu
- 80% train, 20% evaluation

Optimisation of hyper parameters

- Neighbours = 7
- Convolutionnal layers = 2
- Batch size = 8
- Learning rate = e 5
- Hidden layers = 2
- Neurones = 128





a) Architecture

b) Results





a) Architecture

b) Results





a) Architecture

b) Results



a) Architectureb) Results



a) Architecture

b) Results

gamma/e recall : Charge vs t-tof





a) Architecture

b) Results

gamma/e recall : Charge vs t-tof







a) Architecture

b) Results

Dataset

- <u>Number of events</u>: 20k e, 20k gamma
- <u>Energy</u> : 500 MeV
- <u>Direction and position</u>: Uniform & isotropic
- <u>Signal</u> : e, <u>Background</u> : gamma
- 80% train, 20% evaluation

Optimisation of hyper parameters

- Neighbours = 30
- Convolutionnal layers = 3
- Batch size = 16
- Learning rate = e 5
- Hidden layers = 2
- Neurons = 256

Very preliminary results ! Ongoing optimization



12/12/2023



a) Architectureb) Results



Focus on e/pi0 separation

a) Architecture

b) Results

Dataset

Number of events : 20k e, 20k pi0

- <u>Energy</u> : 500 MeV
- <u>Direction and position</u>: Uniform & isotropic
- <u>Signal</u> : e, <u>Background</u> : pi0
- 80% train, 20% evaluation

Optimisation of hyper parameters

- Neighbours = 30
- Convolutionnal layers = 3
- Batch size = 16
- Learning rate = e-5
- Hidden layers = 2
- Neurons = 256





dwall (cm)



a) Architecture

b) Results

towall

2

Electron identification efficiency vs towall (fixed energy 500 MeV, e/pi0 separation)



a) Architectureb) Reconstruction biais & RMS



a) Architecture

b) Reconstruction biais & RMS

Dataset

Optimisation of hyper parameters

- <u>Number of events</u>: 20k e, 20k mu
- <u>Energy</u> : 100 MeV to 1000 MeV
- <u>Direction and position</u> : Uniform & isotropic
- 80% train, 20% evaluation

Sub-GeV region

- Neighbours = 7
- Convolutionnal layers = 2
- Batch size = 8
- Learning rate = e 5
- Hidden layers = 2
- Neurones = 128





a) Architecture

b) Reconstruction biais & RMS

Electron





a) Architecture

b) Reconstruction biais & RMS

Muon



Conclusion.

	GNN	FitQun
e/mu	99% electron efficiency at 5% muon bg acceptance, <u>Dwall, towall analysis:</u> After 2 m, efficiency above 99.4% !	99% electron efficiency at 5% muon bg acceptance,
e/gamma	58% efficiency at 50% bg acceptance	None
e/pi0	 98% electron efficiency at 25% pi0 bg acceptance Dwall, towall analysis : after 2m, efficiency above 98% 	94% electron efficiency at 25% pi0 bg acceptance
Energy reconstructio n for e & mu	 <u>Electron</u>: 9% resolution at 500 MeV <u>Muon</u>: 7% resolution at 500 MeV Still trying to understand the <u>energy</u> <u>bias</u> 	 <u>Electron</u>: 7% resolution at 500 MeV <u>Muon</u>: 6% resolution at 500 MeV

Conclusion.

 The GNN introduces an intriguing tool for particle identification and energy reconstruction.

 It provides promising results in terms of PID efficiency. When compared to fitqun, GNN shows comparable, if not superior, performance in PID for e/mu, e/pi0, and energy reconstruction.

Enables <u>quicker particle identification</u>: For e/mu PID, GNN processes in just 5s per event, while fitqun requires 10s.

○ GNN: A tool to continue developing. ☺