

# COLLIDER EVENT GENERATION WITH DEEP GENERATIVE MODELS

Sydney Otten (University of Amsterdam and Radboud University)

International Supercomputing Conference  
Deep Learning for Science Workshop  
20th June 2019

# Event Generation and Statistical Sampling with Deep Generative Models and a Density Information Buffer

Sydney Otten,<sup>1, 2,\*</sup> Sascha Caron,<sup>1, 3, †</sup> Wieske de Swart,<sup>1</sup> Melissa van Beekveld,<sup>1</sup> Luc Hendriks,<sup>1</sup> Caspar van Leeuwen,<sup>4</sup> Damian Podareanu,<sup>4</sup> Roberto Ruiz de Austri,<sup>5</sup> and Rob Verheyen<sup>1</sup>

<sup>1</sup>*Institute for Mathematics, Astro- and Particle Physics IMAPP*

*Radboud Universiteit, Nijmegen, The Netherlands*

<sup>2</sup>*GRAPPA, University of Amsterdam, The Netherlands*

<sup>3</sup>*Nikhef, Amsterdam, The Netherlands*

<sup>4</sup>*SURFsara, Amsterdam, The Netherlands*

<sup>5</sup>*Instituto de Fisica Corpuscular, IFIC-UV/CSIC  
University of Valencia, Spain*

# THE BIG PICTURE

WHAT ARE WE DOING? WHY ARE WE DOING THIS?

# YES, WE WANT TO PROVIDE AN ALTERNATIVE TO MC GENERATORS

But this requires Monte Carlo! Once trained, the event generation with our ML model is several orders of magnitude faster.

# ALLOW FOR MORE “FREEDOM” FOR GENERATING EVENTS

By enabling targeted event generation and by being able to interpolate  
between latent space representations

# USE THE EVENT GENERATOR AS AN ANOMALY DETECTOR

Train on standard model data, detect anomalous individual events AND overdensities

# WE CAN CREATE META-MODELS OF THEORY SPACES

By clustering encoded observables of a theory in a latent space

# WE CAN GENERATE BETTER RANDOM NUMBERS

e.g. to improve rejection efficiency for MC integration

# MACHINE LEARNING METHODS

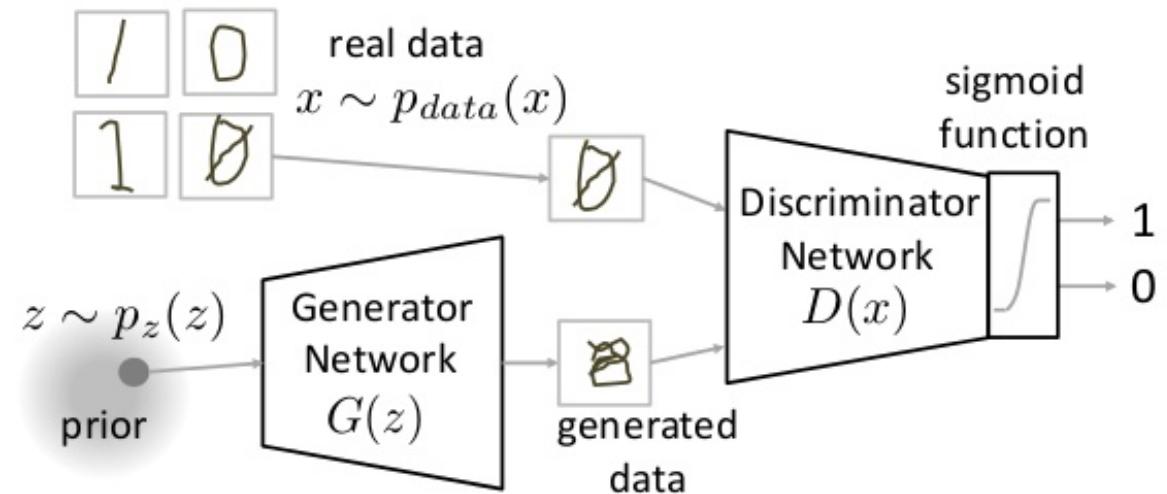
GANs and VAEs

# GENERATIVE ADVERSARIAL NETWORKS

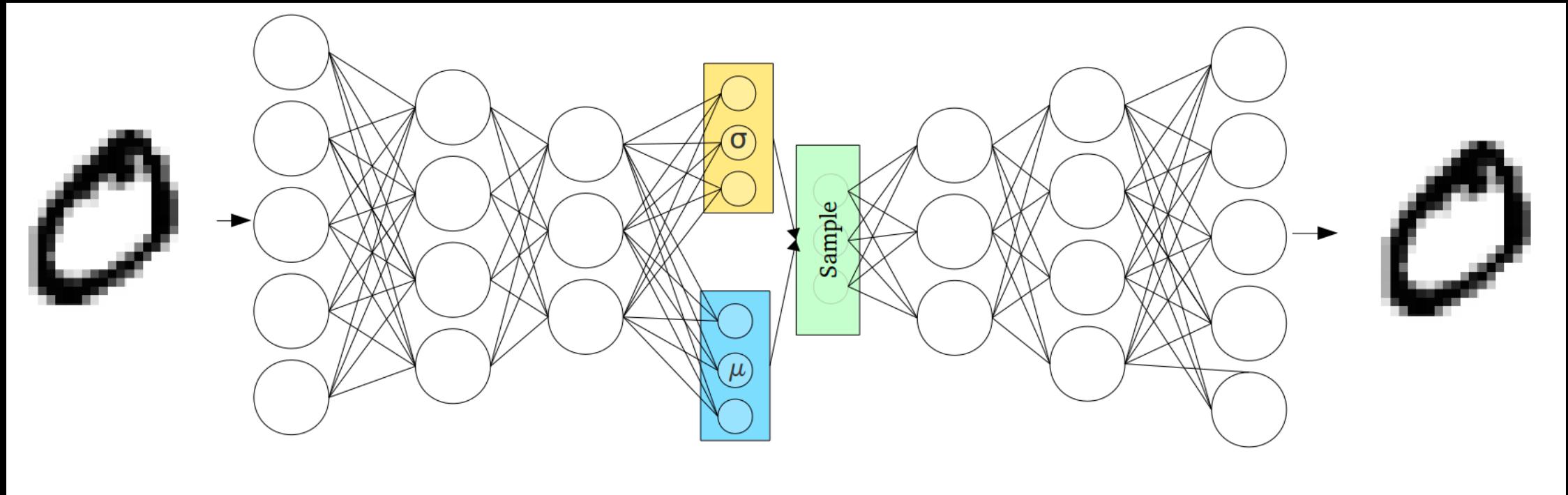
## Generative Adversarial Networks

$$\min_G \max_D V(D, G)$$

$$V(D, G) = \mathbb{E}_{x \sim p_{data}(x)}[\log D(x)] + \mathbb{E}_{z \sim p_z(z)}[\log(1 - D(G(z)))]$$

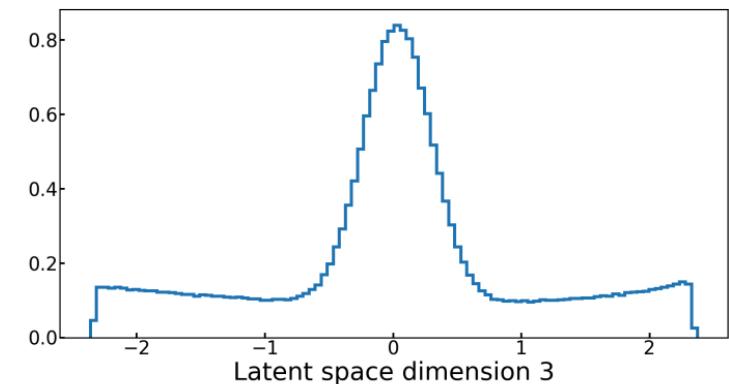
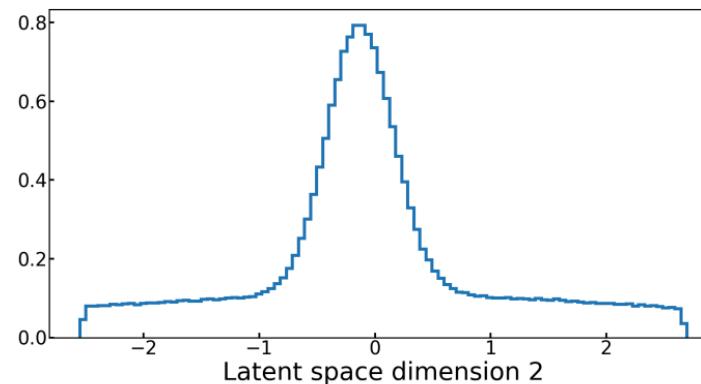
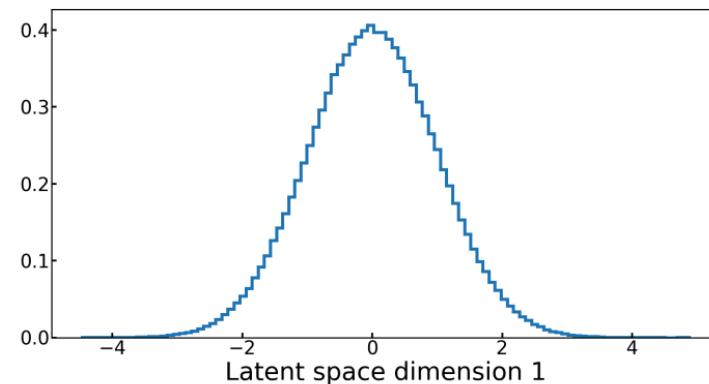


# VARIATIONAL AUTOENCODER



# BEYOND STANDARD VAE

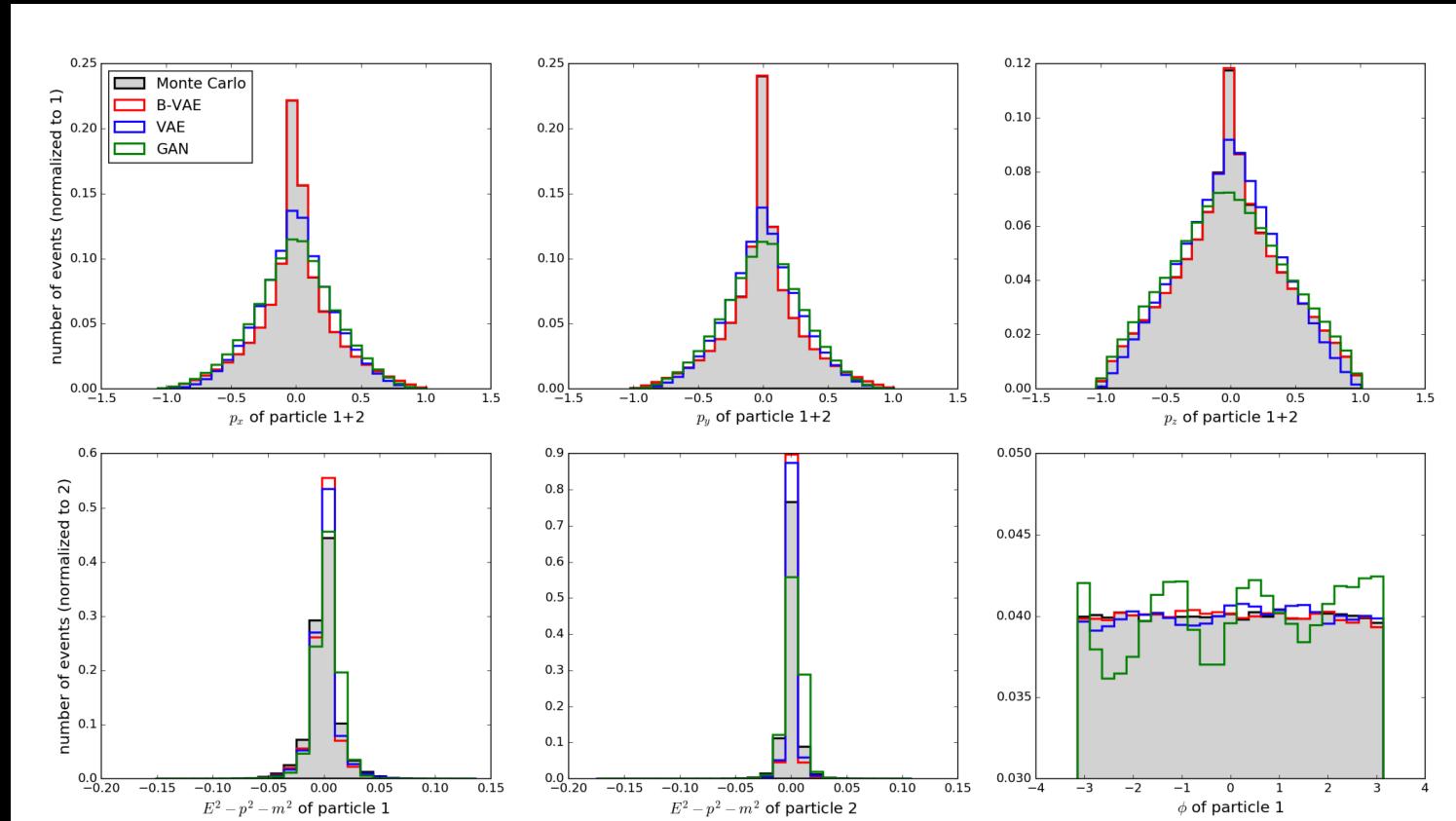
- We use the Beta-VAE
- In Addition: Density buffer in latent space and a ‘smudge factor’
- Beta-VAE + Buffer + smudge-factor = B-VAE



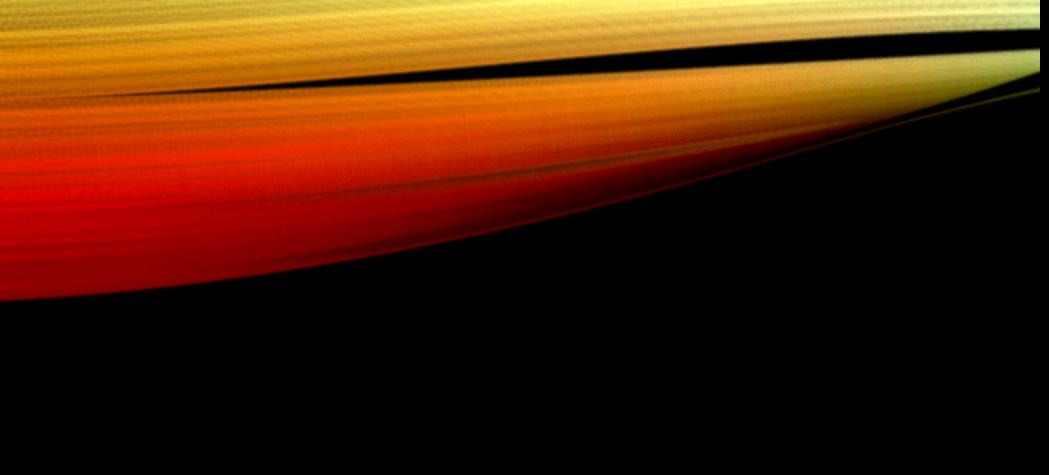
# TWO BODY DECAY

First simple toy model

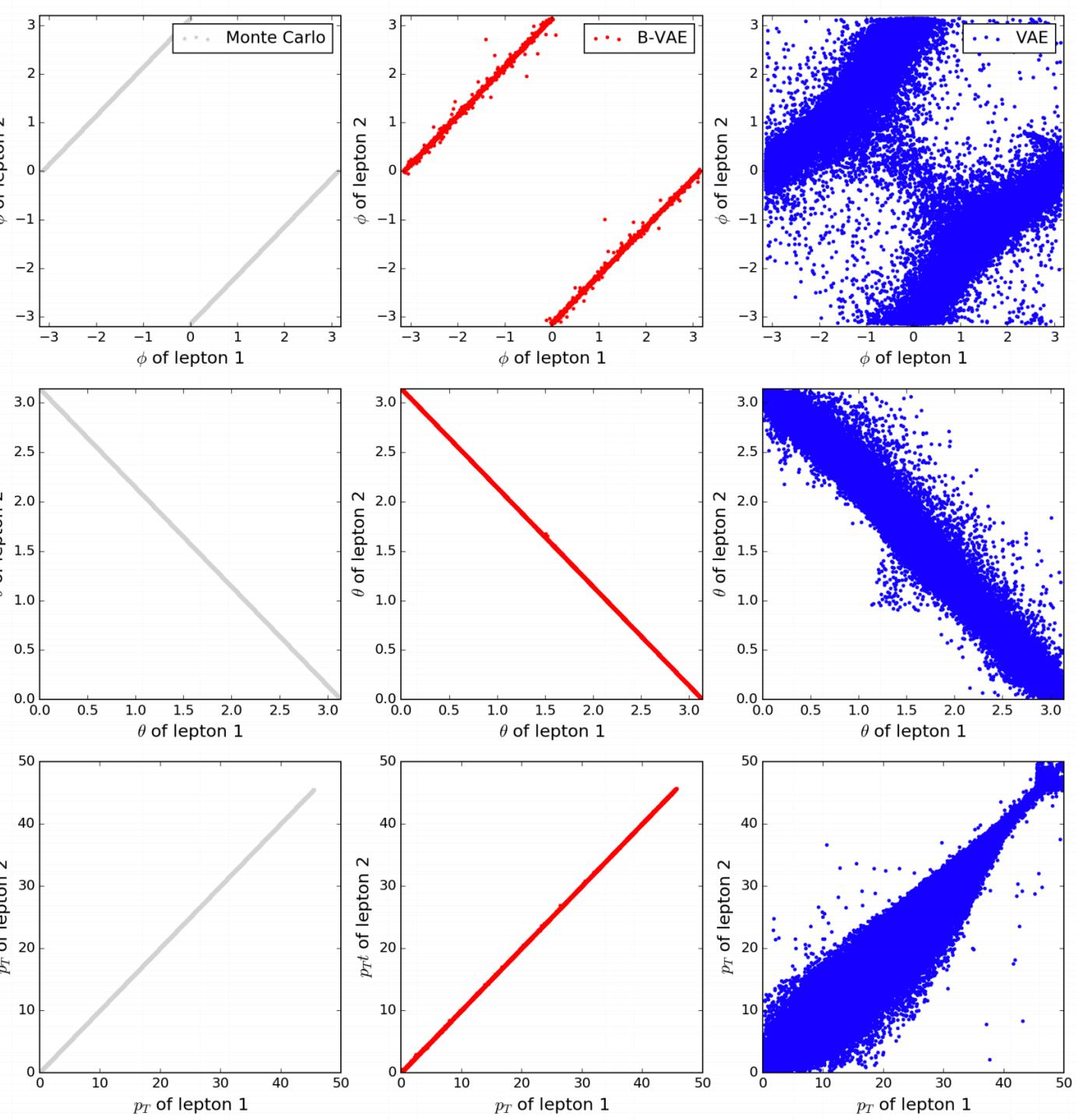
# GANS AND STANDARD VAE'S DON'T WORK WELL BUT B-VAE DOES



# LEPTONIC Z DECAY



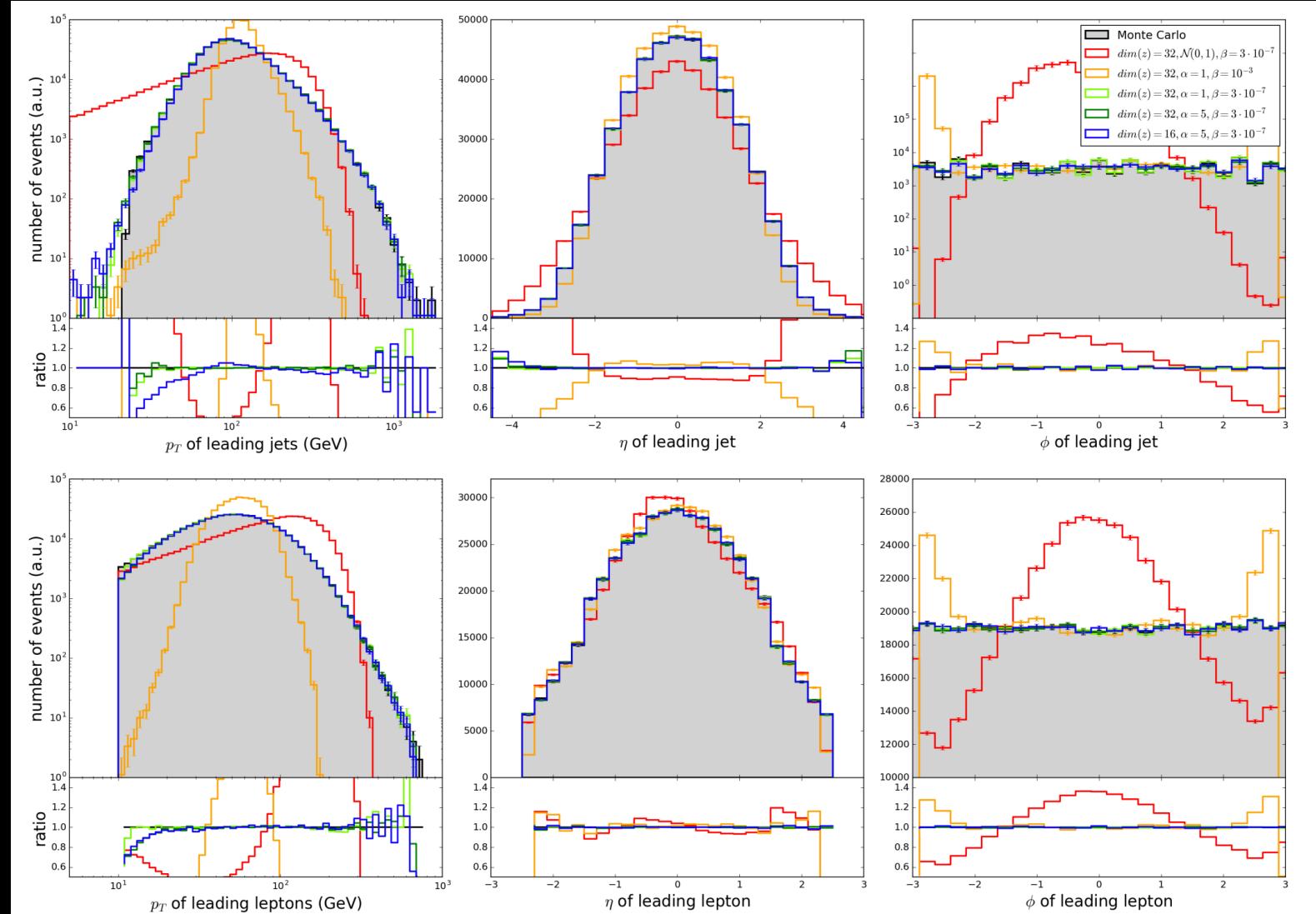
EVENTS ARE  
PRODUCED BACK  
TO BACK



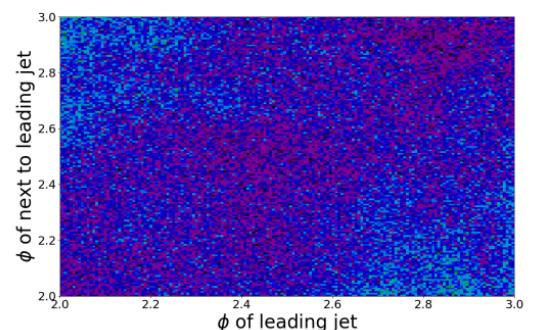
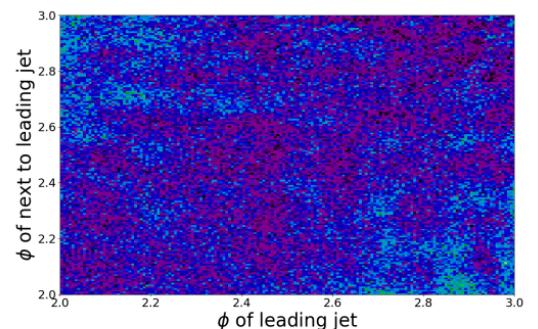
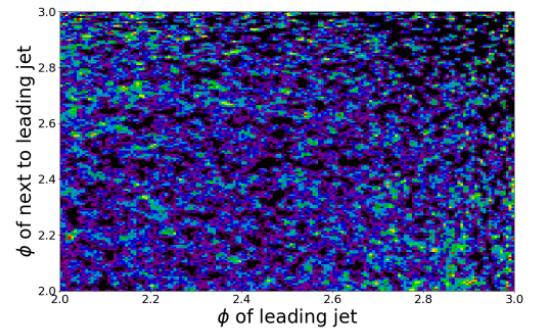
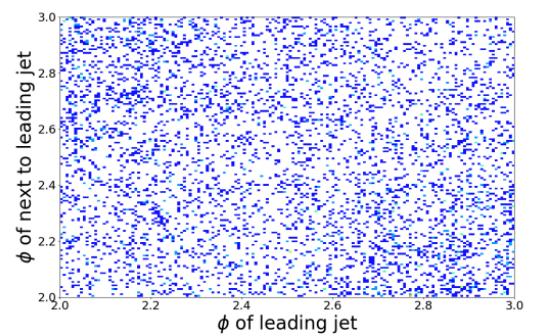
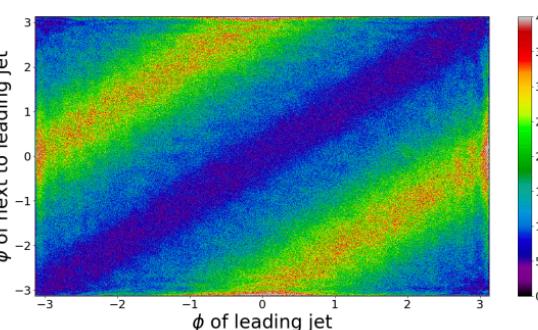
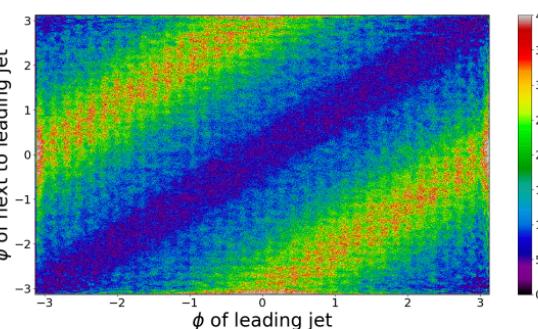
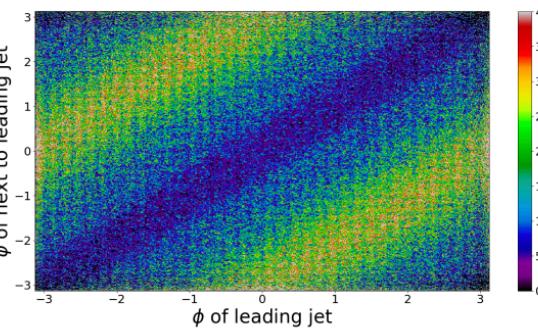
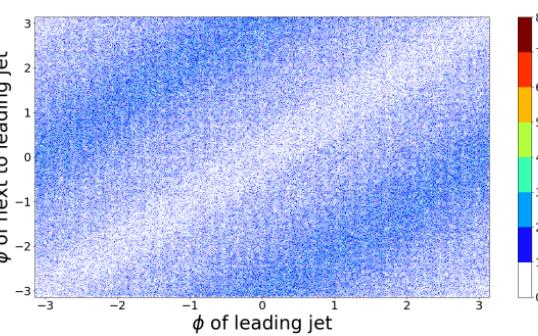
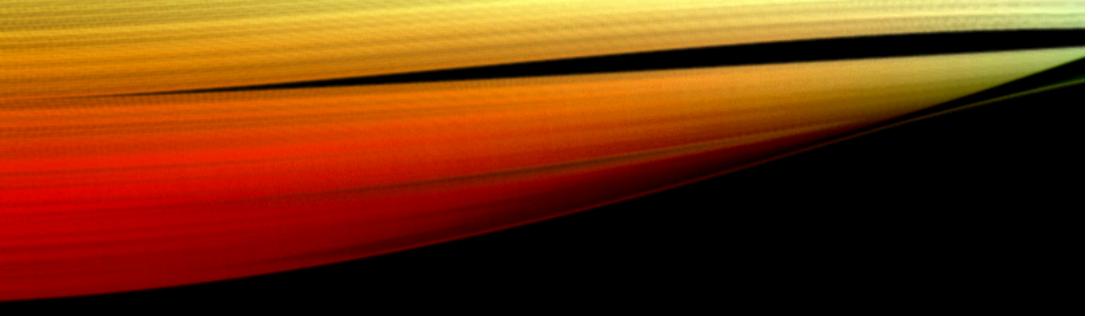
# TTBAR PRODUCTION

With up to four jets + leptons

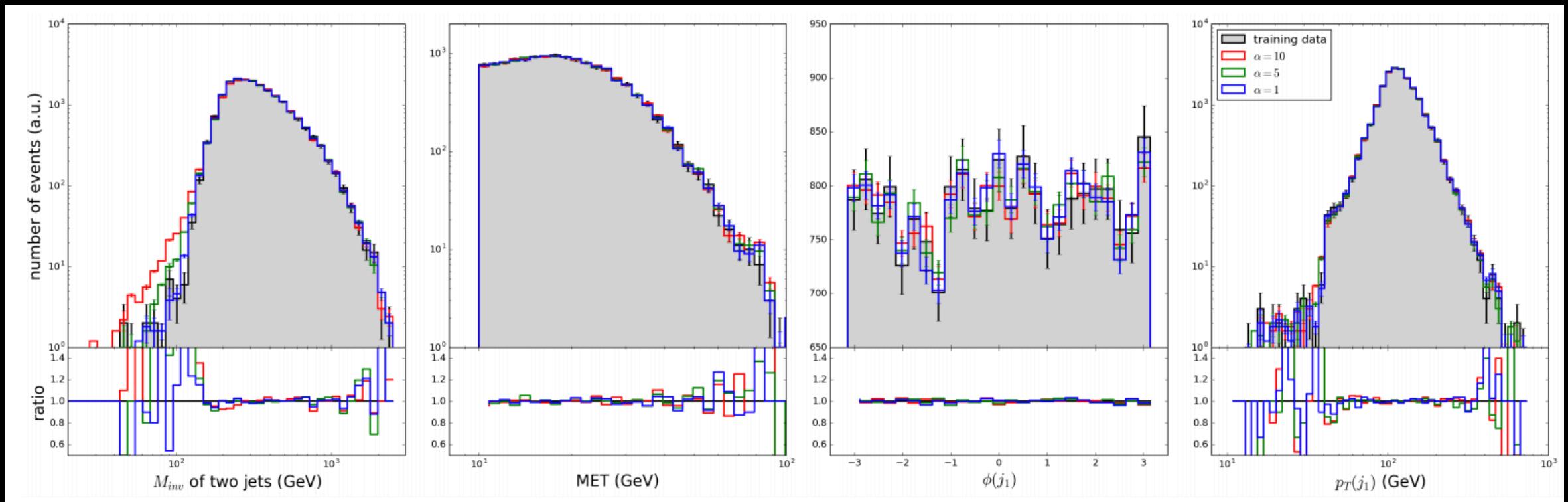
# ALSO WORKS WELL FOR COMPLICATED PROCESSES



# SMUDGING SMOOthes THE DISTRIBUTION AND FILLS HOLES



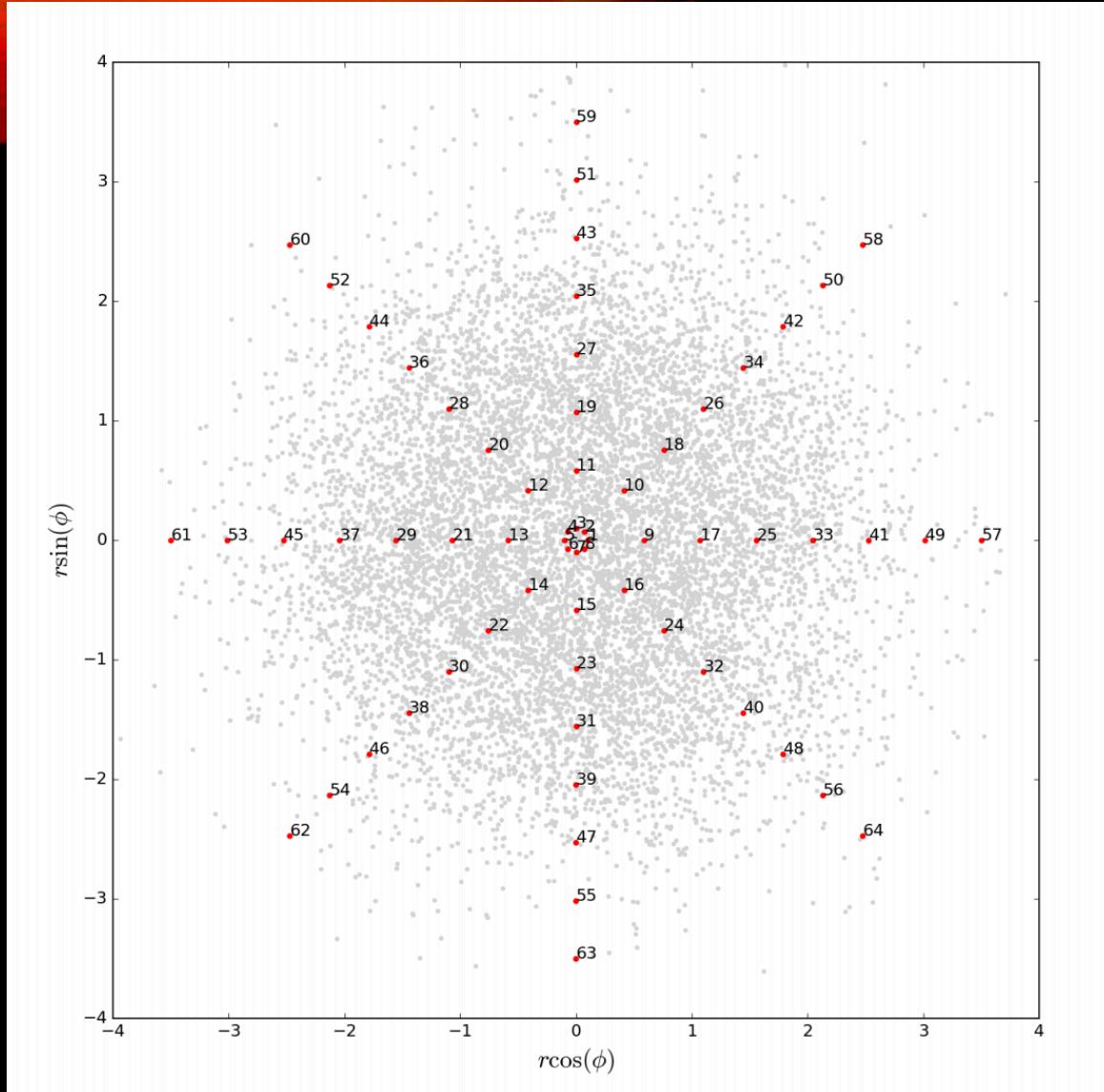
# FIRST LHC GENERATOR FROM REAL EXPERIMENTAL DATA

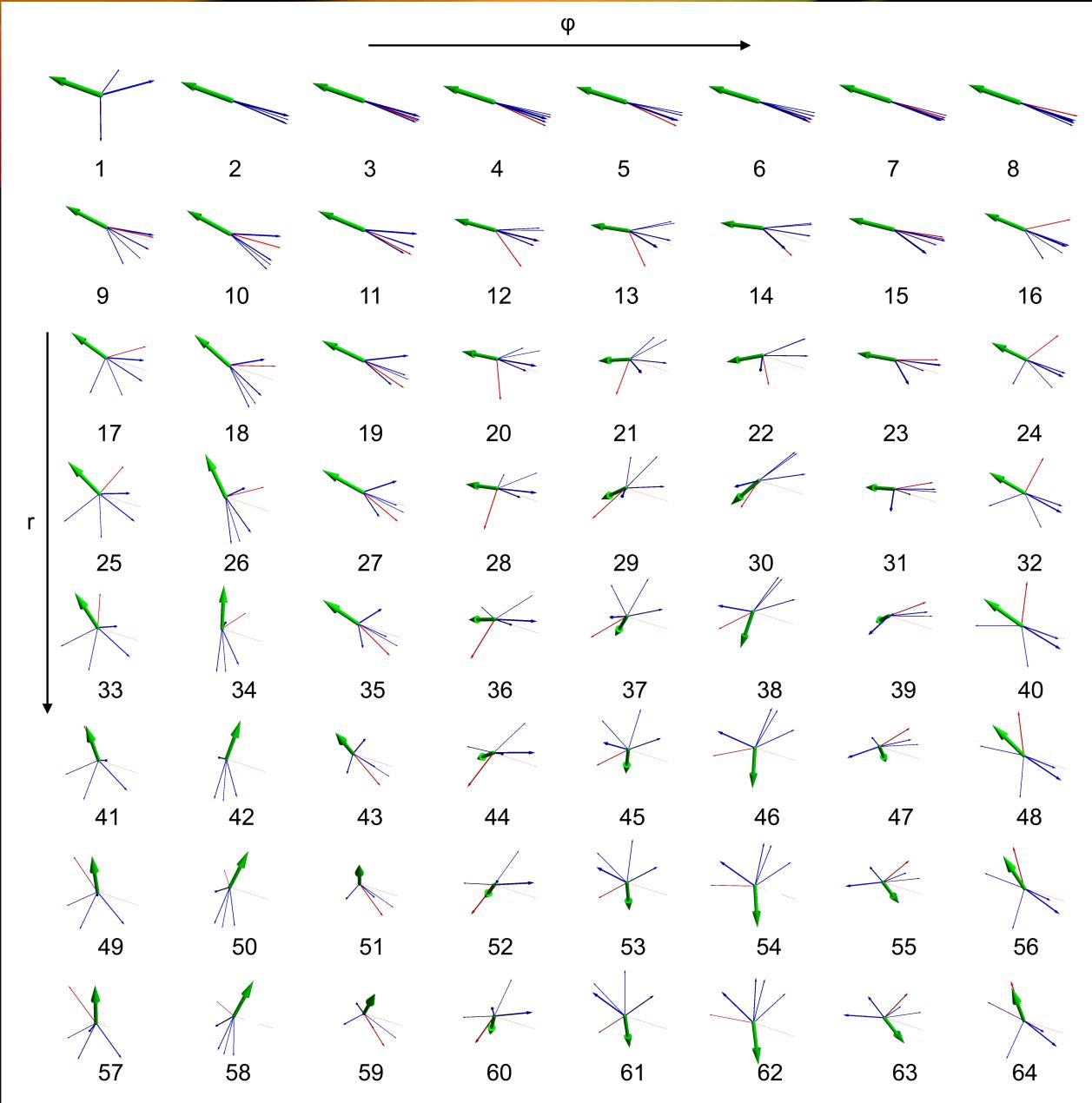


# EXPLORING LATENT SPACE

With a principal component analysis

# SAMPLING IN PCA SPACE





ALLOWS US TO STEER  
EVENT GENERATION!

# CONCLUSION

- Basically we can learn any relevant probability distribution from data
- In particular we can learn to generate complicated events with the correct frequency of occurrence
- Has many applications:
  - An 82-dimensional event generator case including many sparse entries worked reasonably well
  - More efficient MC sampling e.g. for integrating matrix elements
  - Learn generator directly from experimental data
  - Create an anomaly detector for new physics
  - Learn the detector response (and its inverse)
  - Applications beyond particle physics

THANK YOU FOR YOUR  
ATTENTION!