

# Deep learning jet clustering algorithm for analysis of particle collisions at the Large Hadron Collider



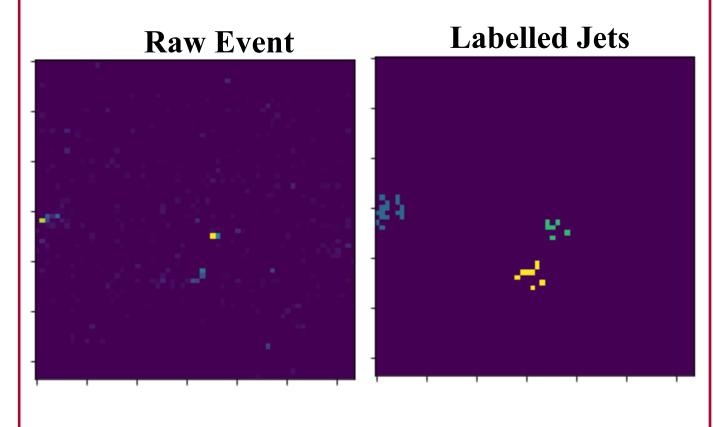
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# Problem

- ATLAS is a physics detector on the Large Hadron Collider (LHC) looking at protonproton collisions.
- The LHC makes proton-proton collisions 40 million times per second. However, only 1,000 events per second can be saved.
- Decisions to save events are made based on the presence of sprays of particles, called jets.
- Goal: We train a deep neural network that learns the rules of a theory-based jet clustering algorithm to identify jets.

# Data

- The dataset consists of 100k events
- 64 x 64 pixels
- pT: energy
- $(\eta, \varphi)$ : coordinates
- Ground truth jets are defined by their constituent pixels by running the FastJet anti-kt algorithm [1] on the input images.
- Thresholded for jets with pT > 20 GeV.



- Bounding boxes are calculated around each labelled jet before training.
- Data is split 99% / 1% between train / dev sets.

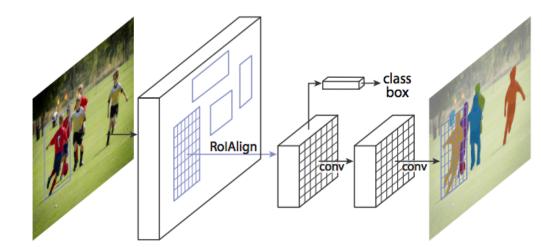
# Model

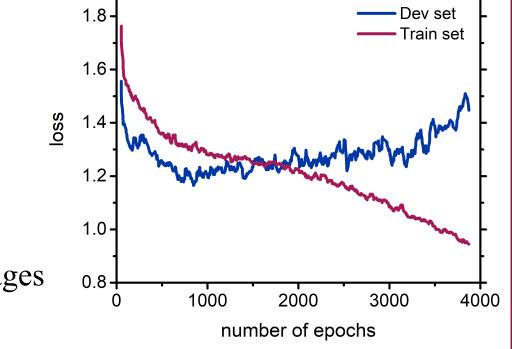
#### Mask R-CNN [2]

- Region proposal / Detection
- Classification
- Segmentation

#### Modifications:

- Reduced output space (binary classification)
- Reduced model depth
- Adjusted region proposal parameters for smaller images





Loss =  $L_{class} + L_{box} + L_{mask}$   $L_{class}$ : cross-entropy loss  $L_{box}$ :  $L_1$  loss over box coordinates  $L_{mask}$ : per-pixel cross-entropy loss

# Discussion and Future Steps

- Success in identifying high-energy jets.
- Worse performance in per-pixel segmentation.
- Larger training dataset to reduce variance.
- More diverse training set to account for variance in event data between different experiments (more jets, higher pT, etc.).
- Stagger multi-task loss to continue training on segmentation without overfitting detection.

## References

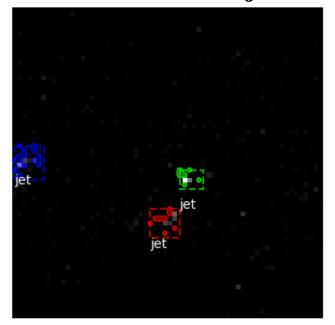
[1] M. Cacciari, G.P. Salam and G. Soyez, Eur.Phys.J. C72 (2012) 1896 [arXiv:1111.6097]

[2] K. He, G. Gkioxari, P. Doll'ar, and R. Girshick. Mask R-CNN. arXiv:1703.06870, 2017

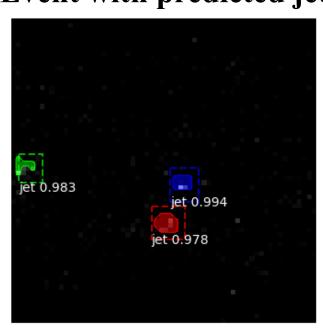
[3] https://github.com/matterport/Mask RCNN

# Results

### **Event with true jets**



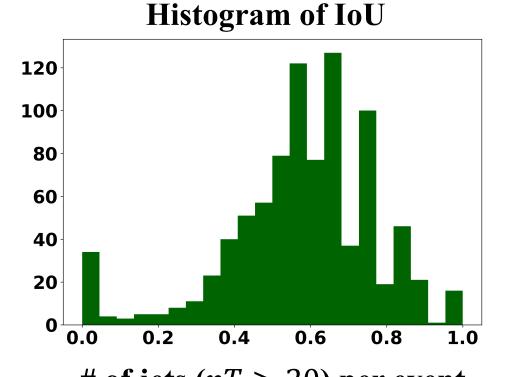
Event with predicted jets



- Implemented early stopping because of overfitting object detection on training data.
- Post-processing of predictions through filtering by energy of jets and confidence score.
- Used F1 score to evaluate performance on dev set.
- True positives defined as predicted bounding boxes with Intersection over Union (IoU)  $\geq \beta$  with ground truth.
- Correlation of 0.647 between energy of maximum pT jet per image in predictions and ground truths.
- Forward propagation in ~64ms per event on Nvidia GTX 1060-6GB.

Post-processing filters *	precision	recall	F1 score
None	0.2459	0.3005	0.2705
pT > 20	0.6433	0.4245	0.5115
pT > 20 or confidence $> 0.98$	0.5086	0.4135	0.4562
pT > 20 and confidence > 0.98	0.8592	0.5516	0.6719

\* Model performance based on IoU threshold:  $\beta = 0.3$ .





# of Predicted Jets