

# Anomaly Detection in Adversarial Neural Networks

Claudio Barros

University at Buffalo

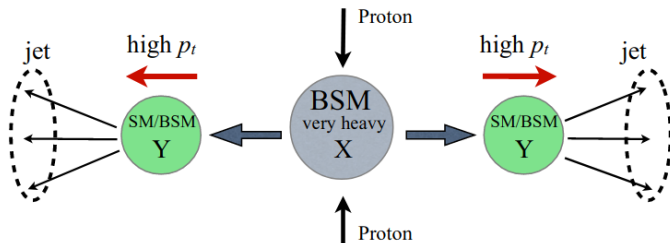
March 31, 2021

# Outline

- 1 Particle Jets
- 2 Collision Kinematics
- 3 ATLAS Di-Jet Event
- 4 Jet Classification
- 5 Generative Adversarial Networks
- 6 Results
- 7 Next Steps/Conclusion

# Particle Jets

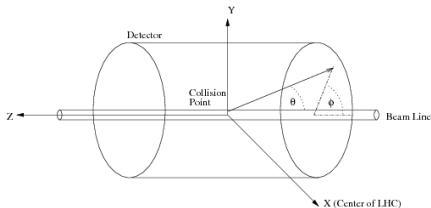
- Our aim is to study jets; collimated flow of particles (hadrons) [1, 2].
- By studying these jets, our hope is to find new physics Beyond the Standard Model.



**Figure:** Typical BSM jet substructure experiment: two protons collide to create a resonance  $X$ . This resonance then decays into the lighter  $Y$  states, which could be  $W/Z$ /Higgs bosons, or other lighter BSM particles [1].

# Collision Kinematics

- It is helpful to adopt the coordinate system employed at the LHC. Thus, a particle's (relativistic) 3-momentum is given by  $\vec{p} = (p_x, p_y, p_z)$ .



**Figure:** ATLAS and CMS coordinate system. The azimuthal angle  $\phi$  circles the z-axis, while  $\theta$  is measured from z [3].

- Many experiments are symmetric about  $\phi$ , and so we can focus on the transverse momentum magnitude  $p_T = \sqrt{p_x^2 + p_y^2}$  for our purposes.
- From this geometry it follows that  $\tan \phi = \frac{p_y}{p_x}$  and  $\tan \theta = \frac{p_T}{p_z}$ .

# Collision Kinematics

- The rapidity  $w$  (i.e.  $\tanh w = v$ ) is usually given in terms of the pseudo-rapidity  $\eta$ . This is easily obtained for highly relativistic particles, since we can substitute  $m = 0$  (i.e.  $E = |\vec{p}|$ ) for this case:

$$w = \frac{1}{2} \ln \frac{E + p_z}{E - p_z} = -\ln \sqrt{\frac{E - p_z}{E + p_z}} = -\ln \sqrt{\frac{1 - \cos \theta}{1 + \cos \theta}}$$

- In the last part we've substituted  $E = |\vec{p}|$  and used the definition of  $\theta$ . Note that these are Lorentz invariant quantities. With a simple trig identity, we can therefore define the pseudo-rapidity:

$$\eta = -\ln(\tan(\theta/2)) \quad (1)$$

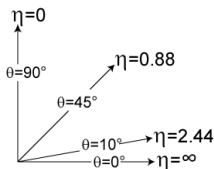
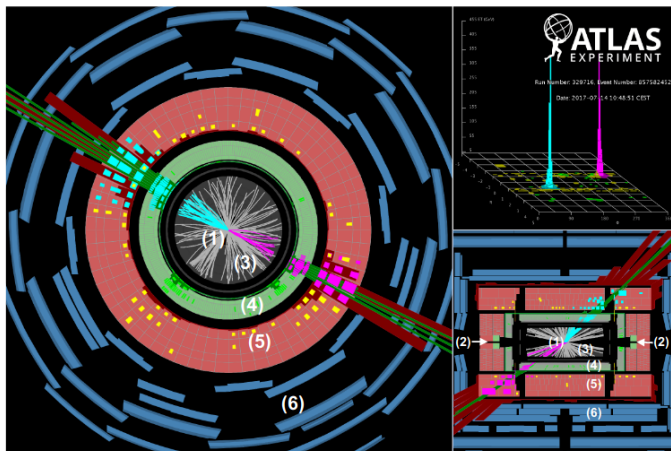


Figure: Correspondence between  $\eta$  and  $\theta$  parameters [4].

# ATLAS Di-Jet Event

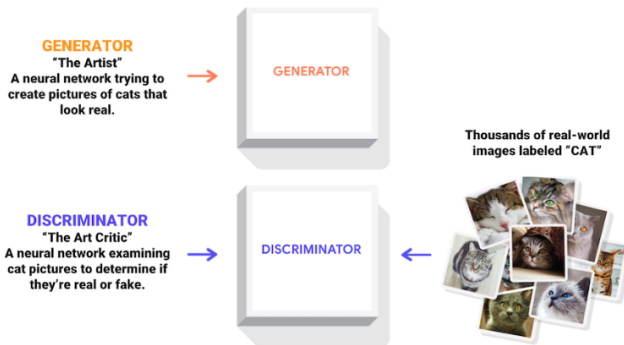


**Figure:** A proton-proton collision recorded by ATLAS depicting a two jet creation. The upper right-hand side contains calorimeter clusters of transverse energies in the  $(\phi, \eta)$  plane; the z-direction is into the page [1].

# Jet Classification

- Different sources of jets are present, and we need to be able to distinguish them from one another.
- If the  $Y$  state is a  $W$  boson, for example, it will decay into quarks, which hadronize together for high energies (i.e. large boost). These are known as the *signal* jets.
- Alternatively, *background* jets are QCD jets originating from quarks and gluons; the process of differentiating between these two is jet quark-gluon tagging.
- Similarly we may use flavor tagging to distinguish between heavy light and heavy jet sources.
- Flavor tagging relies on reconstructing collision paths near the interaction point using high-resolution calorimeter sensors; quark-gluon tagging relies on reconstructions from data taken during particle collision at one location [5].

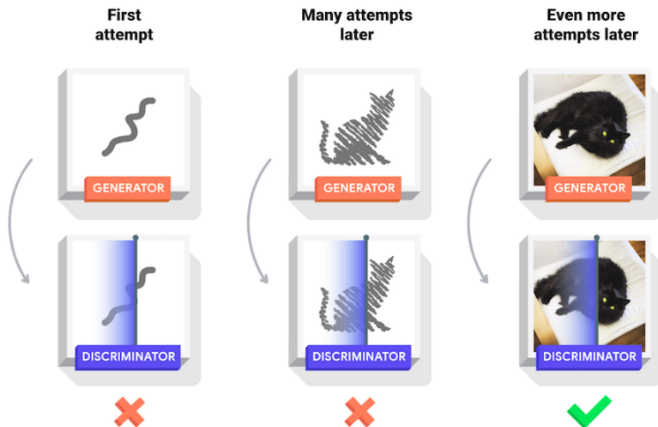
# Generative Adversarial Networks



**Figure:** Training of two Neural Networks to distinguish between signal and background jet sources [6].



# Generative Adversarial Networks



**Figure:** The process ends when the discriminator is unable to distinguish between source and background jet production [6].

# Results

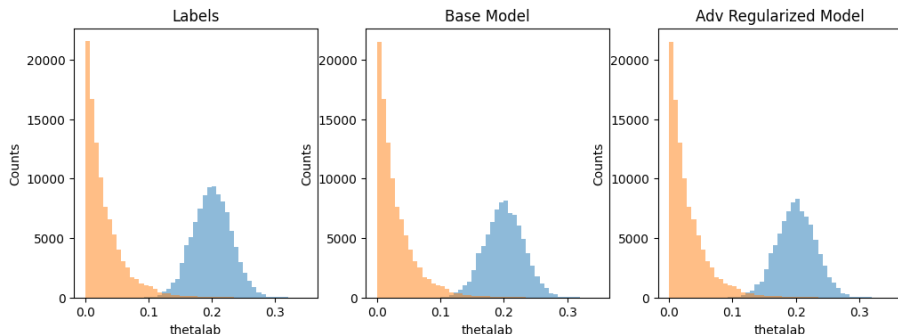


Figure: Some results from the GAN notebook provided [7].

- The 20,000 labels were split evenly between signal and background jets. There were a total of 18,508 and 18,520 correctly predicted base and regularized models, respectively.
- Similarly, there were a total of 8,532 and 9,976 correctly predicted base models for signal and background jets, respectively.




## Next Steps/Conclusion

- The network training can be either supervised, weakly-supervised, or unsupervised. The unsupervised training optimizes a function given some inputs; they learn directly from background sources, and look for events with low momentum [5, 6, 8].
- Anomaly detection can be implemented once the GAN are trained in a similar fashion as was used to separated signal from background events.
- Care must be taken, as single events are insignificant. Only when we consider a statistical ensemble can an anomaly be verified.
- Compare to "Flying Elephant" → Anomaly in our regular world. However, to know if it is normal for X amount of elephants to be at a watering hole, we must know the overall population density.
- Lastly, we note that the project is far from complete. The main goal at this point remains to mold the GAN program into something that we can use for anomaly experiments.

# References

-  <https://arxiv.org/pdf/1901.10342.pdf>
-  <https://arxiv.org/pdf/1806.11484.pdf>
-  <https://cds.cern.ch/record/1699952/plots>
-  <https://cds.cern.ch/record/2041435?ln=en>
- 

<https://dspace.mit.edu/bitstream/handle/1721.1/127518/1193029286-MIT.pdf?sequence=1&isAllowed=y>

-  <https://www.tensorflow.org/tutorials/generative/dcgan>.
-  <https://github.com/ubcms-xai/AdversarialNetworks>
-  <https://www1.physik.uni-hamburg.de/iexp/gruppe-haller/abschlussarbeiten/documents/masterarbeit-alexander-paasch.pdf>