Graph Neural Networks for Jet Tagging



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CERN

CEPC Workshop 2021 — November 11, 2021



INTRODUCTION





Image credit

- Jet: collimated spray of hadrons initiated by energetic quarks or gluons
- a proxy to access the properties of the q/g produced in the hard scattering
 - fundamental building blocks for object / event reconstruction: H->bb, H->cc, H->ss, H->gg, ...
- study of jet production and jet internal structures improves our understanding of QCD
- Jet tagging: identifying the hard scattering particle that initiates the jet
 - heavy flavor tagging: bottom vs charm vs u/d/s/g
- heavy resonance tagging: top/W/Z/Higgs
- Recent years: the rise of machine learning (ML) has brought lots of new progresses
 - novel approaches and techniques lead to significant improvement in performance, and also deeper insights into jet physics





ParticleNeXt: pushing the limit of jet tagging





ParticleNeXt: pushing the limit of jet tagging

JET AS A POINT CLOUD





Point cloud

From Wikipedia, the free encyclopedia

A **point cloud** is a set of data points in space. Point clouds are generally produced by **3D** scanners, which measure a large number of points on the external surfaces of objects around them.



Jet (Particle cloud)

From Wikipedia, the free encyclopedia

A jet (particle cloud) is a set of particles in space. Particle clouds are generally created by clustering a large number of particles measured by particle detectors, e.g., $\mathcal{F}_{\text{EXPERIMENT}}$ and $\mathcal{F}_{\text{EXPERIMENT}}$.

POINT VS PARTICLE CLOUDS



Point cloud

- points are intrinsically unordered
- points are distributed in space
 - spatial coordinates (3D xyz) encode geometric structure information



- Particle cloud
 - particles are intrinsically unordered
 - particles are distributed in space
 - spatial distribution (2D coordinates in the η-φ space) reflects radiation patterns

But particles have many more features:

- energy/momenta/displacement/particle ID/etc.
- more interesting than a plain point cloud!

ARCHITECTURE: PARTICLENET

- ParticleNet
 - customized graph neural network architecture for jet tagging with the point cloud approach, based on Dynamic Graph CNN [Y. Wang et al., *arXiv:1801.07829*]
 - explicitly respects the permutation symmetry of the point cloud
 - Key building block: EdgeConv
 - treating a point cloud as a graph: each point is a vertex
 - for each point, a local patch is defined by finding its k-nearest neighbors
 - designing a permutation-invariant "convolution" function
 - define "edge feature" for each center-neighbor pair: e_{ij} = h_☉(x_i, x_j)
 - same h_{Θ} for all neighbor points, and all center points, for symmetry
 - aggregate the edge features in a symmetric way: x_i' = mean_j e_{ij}





Softmax

HQ and L. Gouskos [Phys.Rev.D 101 (2020) 5, 056019]

PERFORMANCE OF PARTICLENET

- Performance on the public top tagging benchmark dataset
 - ParticleNet achieves the highest performance among all algorithms

AUC Acc $1/\epsilon_B \ (\epsilon_S = 0.3)$ #Param single median mean CNN [16] 0.930 914 ± 14 995 ± 15 975 ± 18 610k 0.981ResNeXt [30] 0.936 1122 ± 47 1270 ± 28 1286 ± 31 1.46M0.984TopoDNN [18] 0.9720.916 382 ± 5 378 ± 8 59k 295 ± 5 Multi-body N-subjettiness 6 [24] 57k 0.9790.922 792 ± 18 798 ± 12 808 ± 13 used by DeepAK8 Multi-body N-subjettiness 8 [24] 867 ± 15 918 ± 20 58k 0.9810.929 926 ± 18 1202 ± 23 1188 ± 24 34k TreeNiN [43] 0.9820.933 1025 ± 11 P-CNN 0.980 0.930 732 ± 24 845 ± 13 834 ± 14 348k ParticleNet [47] (Preliminary ver.) 1412 ± 45 0.9850.938 1298 ± 46 1393 ± 41 498k LBN [19] 0.9810.931 836 ± 17 859 ± 67 966 ± 20 705k LoLa [22] 0.9800.929 722 ± 17 768 ± 11 765 ± 11 127k Energy Flow Polynomials [21] 0.9800.932384 1k Energy Flow Network [23] 0.927 633 ± 31 729 ± 13 82k 0.979 726 ± 11 Particle Flow Network [23] 0.9820.932 891 ± 18 1063 ± 21 1052 ± 29 82k GoaT 0.9850.939 1368 ± 140 1549 ± 208 35k 0.984 0.937 ParticleNet-Lite 1262±49 26k **ParticleNet** 0.986 0.940 1615±93 366k

Ensemble of all taggers

Architecture

G. Kasieczka et al. [SciPost Phys. 7 (2019) 014]

PARTICLENET IN ACTION

ParticleNet has become a standard jet tagging algorithm in CMS



PARTICLENET IN ACTION (II)

ParticleNet has become a standard jet tagging algorithm in CMS



- ParticleNet also being explored for detector design studies for future lepton colliders
 - see e.g., talk by Michele Selvaggi at this workshop





ParticleNeXt: pushing the limit of jet tagging



PARTICLENEXT: PAIRWISE FEATURES

- ParticleNeXt: next-generation of ParticleNet, for better performance
- The first enhancement is the addition of (explicit) pairwise features on the edges



$$e_{ij} = MLP(x_i, x_j)$$



HQ [<u>ML4]ets2021</u>]

$$\mathbf{e}_{ij} = \mathsf{MLP}(\mathbf{x}_i, \mathbf{x}_j, \mathbf{x}_{ij})$$

Examples of pairwise features: $\Delta_{ij}^2 \equiv (y_i - y_j)^2 + (\phi_i - \phi_j)^2, \quad m^2 \equiv (p_i + p_j)^2,$ $k_T \equiv \min(p_{T,i}, p_{T,j}) \Delta_{ij}, \quad z \equiv \frac{\min(p_{T,i}, p_{T,j})}{p_{T,i} + p_{T,j}}$ (use the logarithm to improve stability of the training)

PARTICLENEXT: ATTENTIVE POOLING

- Use attention-based pooling to increase the expressive power
 - for both the local neighborhood pooling, and the final global pooling



PARTICLENEXT: MULTI-SCALE AGGREGATION

- Introduce multi-scale aggregation to better capture both short- and long-range correlations
 - perform local aggregation for the 4, 8, 16 and 32 nearest neighbors (with different attentive pooling) and combine the 4 aggregated representations with a MLP
 - on the other hand: remove dynamic kNN (based on learned features), i.e., use only kNN in $\eta \phi$ space, to reduce computational cost
 - In this case the kNN needs to be performed only once, and then the graph connectivity is fixed



PERFORMANCE: TOP TAGGING



- Delphes simulation w/ CMS-like detector
- Training/validation/test splitting:
 - 1.6M / 0.4M / 2M
- Training repeated for 3 times starting from randomly initialized weights
 - the median-accuracy training is reported, and the standard deviation of the 3 trainings is quoted as the uncertainty
- Significant improvement in background rejection w/ ParticleNeXt
 - ~50% higher BKG rejection (@ ϵ_S = 70%)
 - computational cost still under control

	Accuracy	AUC	$\frac{1}{c_{r}}$ at		Parameters	Inference time		Training time
	neeuracy	moo	$\varepsilon_s = 70\%$	$\varepsilon_s = 50\%$	1 arameters	(CPU)	(GPU)	(GPU)
ParticleNet	0.980	0.9979	1342 ± 4	6173 ± 425	366k	23 ms	0.30 ms	1.0 ms
ParticleNeXt	0.981	0.9982	2008 ± 75	8621 ± 309	560k	$30 \mathrm{ms}$	$0.54~\mathrm{ms}$	$1.7 \mathrm{ms}$





ParticleNeXt: pushing the limit of jet tagging



LUNDNET

The Lund jet plane provides an efficient description of the radiation patterns within a jet



- each emission (splitting) is mapped to a point in the 2D (angle, transverse momentum) plane
 - further emissions (of the secondary particles) are represented in additional leaf planes
- different kinematic regimes are clearly separated in the Lund plane
- a natural input for ML algorithms on jets since it essentially encodes the full radiation patterns of a jet
- LundNet: a graph neural network based on the Lund plane representation of a jet
 - technically, the input is a binary tree (from Cambridge/Aachen clustering) <=> equivalent to the full Lund plane
 - for each node, a set of variables are be defined for the current splitting

$$\Delta^2 = (y_a - y_b)^2 + (\phi_a - \phi_b)^2, \quad k_t \equiv p_{tb} \Delta_{ab}, \quad m^2 \equiv (p_a + p_b)^2,$$
$$z \equiv \frac{p_{tb}}{p_{ta} + p_{tb}}, \quad \kappa \equiv z\Delta, \qquad \psi \equiv \tan^{-1} \frac{y_b - y_a}{\phi_b - \phi_a},$$

 network architecture similar to ParticleNet, but the graph structure is fixed by the Lund tree (instead of kNN)



PERFORMANCE OF LUNDNET

F. Dreyer and HQ [JHEP 03 (2021) 052]

- Significantly improved performance for top tagging compared to ParticleNet
 - similar performance for W tagging and q/g discrimination
- Almost an order of magnitude speed-up in training/inference time compared to ParticleNet



	Number of	Training time	Inference time
	parameters	[ms/sample/epoch]	[ms/sample]
LundNet	395k	0.472	0.117
ParticleNet	369k	3.488	1.036
Lund+LSTM	67k	0.424	0.131

DGL + PyTorch Nvidia GTX 1080Ti batch size = 256

ROBUSTNESS OF LUNDNET

- Moreover, LundNet provides a systematic way to control the robustness of the tagger
 - robustness assessed by applying the model trained on hadron-level samples to parton-level samples and compare the difference
 - the non-perturbative region can be effectively rejected by applying a kt cut on the Lund plane, therefore improving the robustness of the tagger against non-perturbative effects
 - LundNet-3 shows much higher resilience than LundNet-5

QCD rejection v. W tagging efficiency



F. Dreyer and HQ





Resilience:

$$\zeta_{\rm NP} = \left(\frac{\Delta \epsilon_W^2}{\langle \epsilon \rangle_W^2} + \frac{\Delta \epsilon_{\rm QCD}^2}{\langle \epsilon \rangle_{\rm QCD}^2}\right)^{-1/2}$$

where
$$\Delta \epsilon = \epsilon - \epsilon'$$
 and $\langle \epsilon \rangle = 1/2 (\epsilon + \epsilon')$

 ϵ : hadron-level ϵ' : parton-level

SUMMARY





- New ML-based approaches, especially Graph Neural Networks, significantly improve the performance of jet tagging
 - allow direct use of high-dimensional low-level inputs
 - simultaneously exploit substructure and flavor information
- Performance gains confirmed in real data
 - and translate to real gains physics analyses
- Promising prospects for future HEP experiments
 - method applicable to a broad range of applications:
 - jet tagging, full event discrimination, end-to-end reconstruction, ...
 - exploiting underlying symmetry and physics principles proves key to successful ML applications in HEP
 - i.e., geometric deep learning
 - deeper understanding and better control of systematics remains an important topic for the future