

Machine Learning

Lecture 3

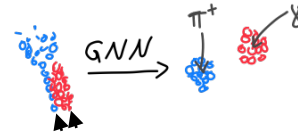
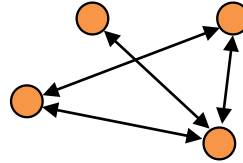
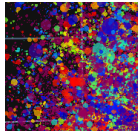
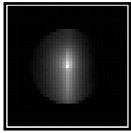
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Learning a Process

Jan Kieseler

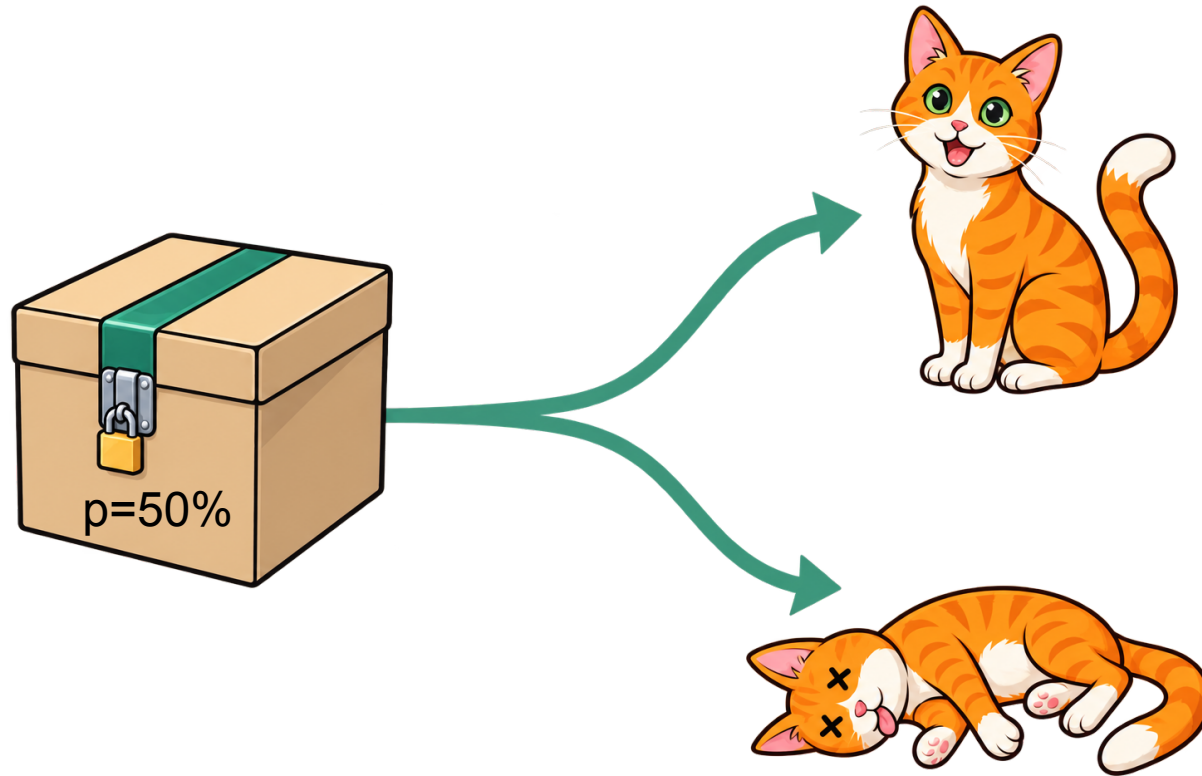
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DIY conclusions

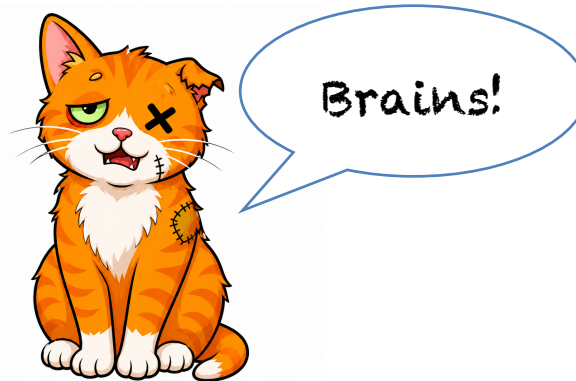


- Finding structures and symmetries can help reduce parameter counts and make computation cheaper
- CNNs find relations between neighbouring pixels and abstract them
- Particle relations can be represented through graphs (vertices and edges)
- Dynamical graphs can be less computationally expensive
- Set-to-set problems require special losses and methods
- Reconstruction tasks in HEP are similar to object detection tasks in CV, but methods don't apply 1:1
- It must be guaranteed that the algorithms can be calibrated

Decisions are Hard: Averages can be impossible



$$\Phi(\text{box}; \omega) \rightarrow$$



Goal: Turn your own Physics Problem into a Well-Posed ML Problem

Lecture 1: Learning a Function

understand the complete basic learning loop and how a neural network is trained to approximate a deterministic function

Lecture 2: Exploiting Structure

reason from the structure and symmetries of a problem to an appropriate representation and architecture

Lecture 3: Learning a Process

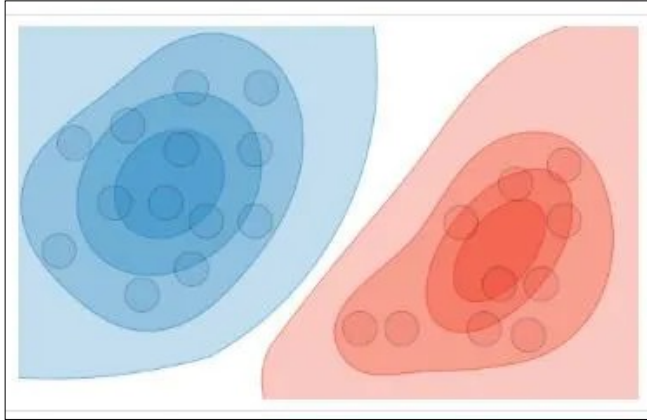
understand how random inputs turn deterministic neural networks into generators, and how to train and evaluate them.

Ask questions at any time

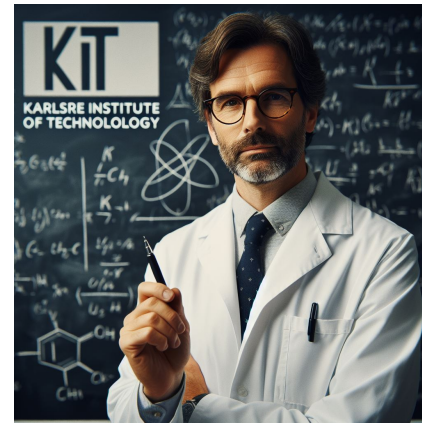
**Distill the most important take-aways:
we will write the conclusions together at the end of each lecture**

Conditional Generative Networks

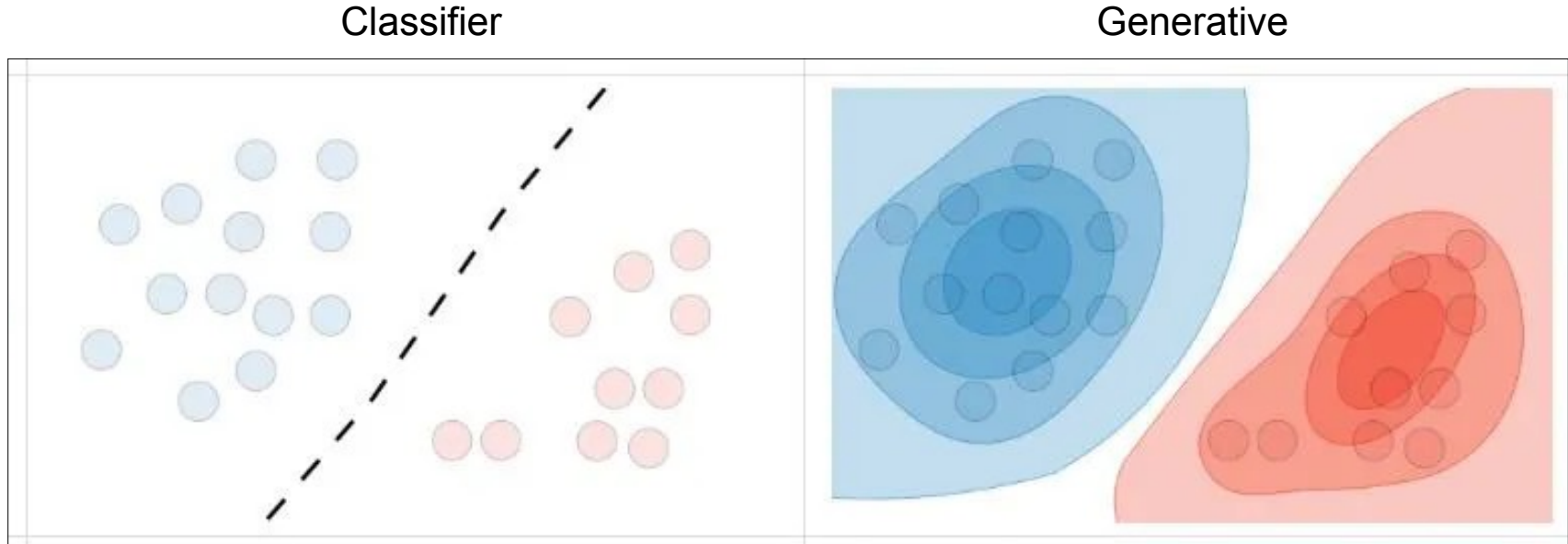
- Generative neural networks **sample** from a distribution



- It requires a random component
- In addition, the distribution can be conditioned by other input, e.g. “scientist from Karlsruhe”
 $p_{x'}(x' | c)$
- Add that conditioning to the NN input

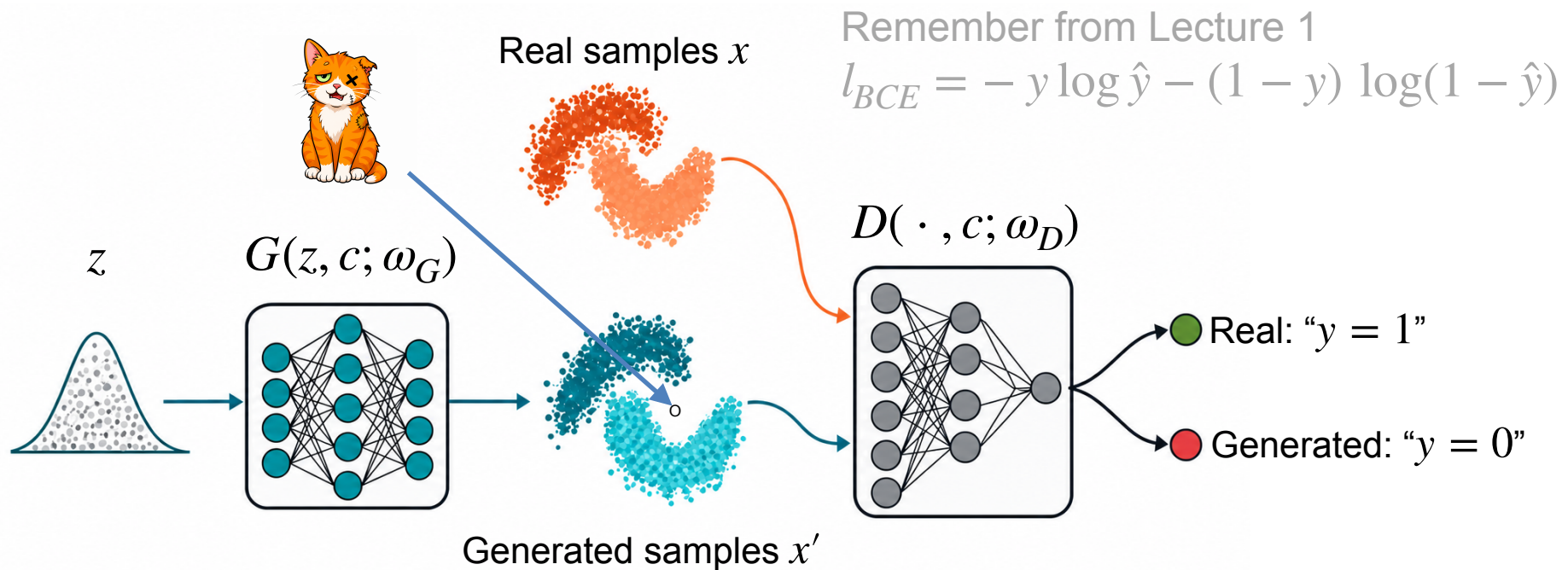


The Main Issue: How to Learn a Distribution from Samples



- Training data: batches of (x, y)
- Loss: $L(\Phi(x; \omega), y)$
- There is no immediate notion of a distribution

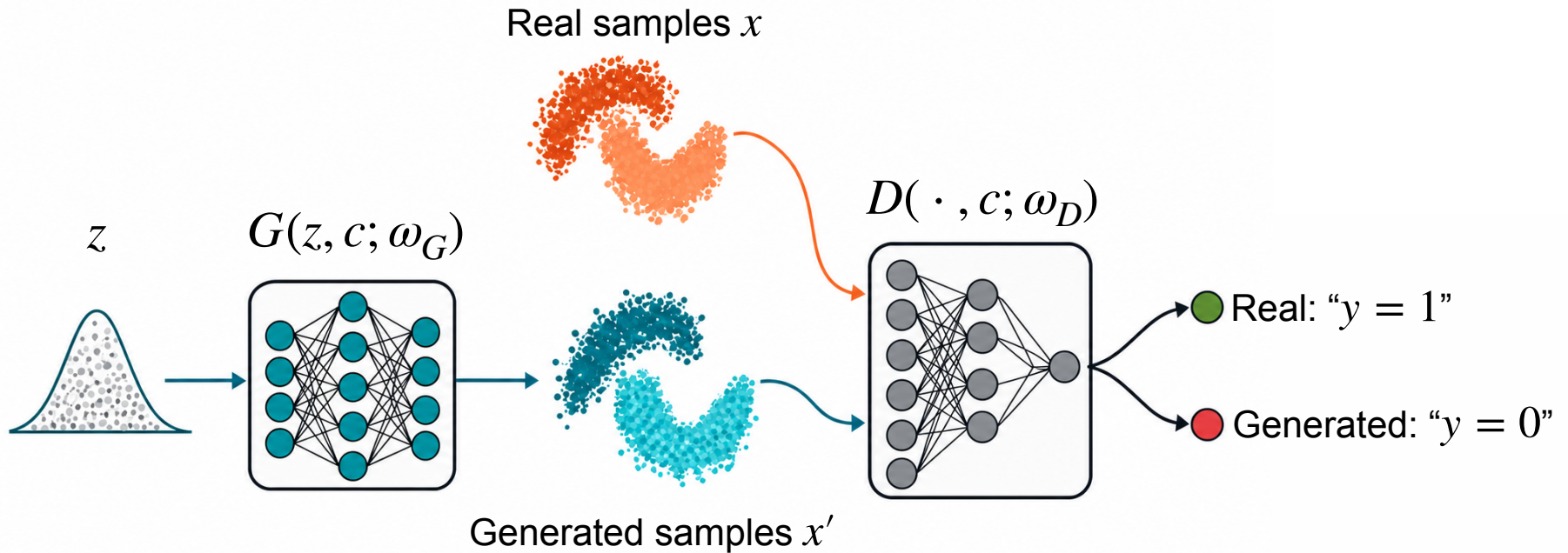
Generative Adversarial Networks



- The discriminator is trained to distinguish real and generated samples
 $l_D = -\log D(x, c; \omega_D) - \log (1 - D(x', c; \omega_D))$
- The generator is trained to make x' appear real to the discriminator
 $l_G = -\log D(x', c; \omega_D) = -\log D(G(z, c; \omega_G), c; \omega_D)$

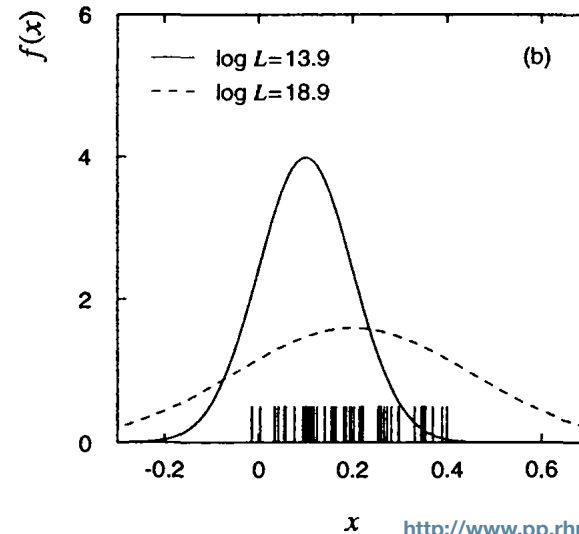
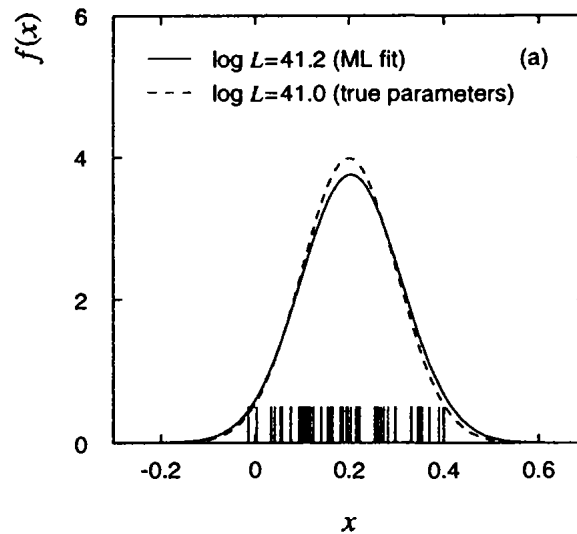
This is the commonly used non-saturating generator loss. It has the same desired equilibrium as the original minimax formulation but gives the generator a more useful learning signal when the discriminator can initially reject generated samples easily.

GAN Training Steps



1. Generate x' under condition c
 2. Update ω_D using l_D , keep ω_G fixed
 3. Update ω_G using l_G , keep ω_D fixed
 4. Repeat
- GANs are fast and allow flexible generator architectures; but adversarial training can be brittle and suffer from mode collapse.

How well Does a Distribution Describe a Sample of Data?



<http://www.pp.rhul.ac.uk/~cowan/sda/>

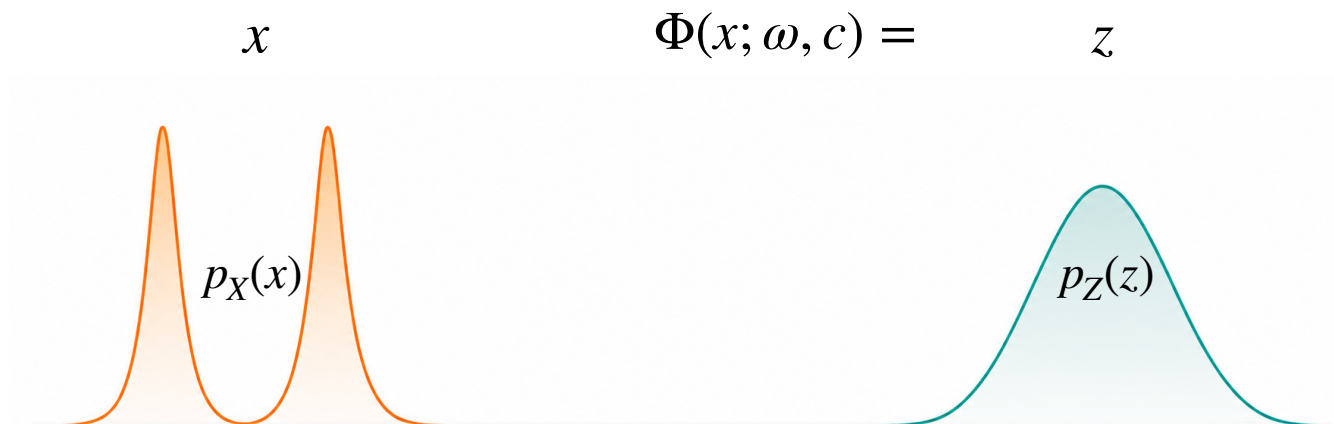
- From statistics: Maximum Likelihood!

$$p(\{x_o, \dots, x_N\}; \omega) = \prod_i p(x_i; \omega)$$

$$-\log p(x; \omega) = -\sum \log p(x_i; \omega)$$

- Minimising this expression gives us the best-fit values for ω on the data x

Normalising Flows: 1D Example



- Probability conservation:

$$p_X(x) dx = p_Z(z) dz$$

$$p_X(x) = p_Z(z) \left| \frac{dz}{dx} \right|$$

- Insert the neural network and ω dependence:

$$p_X(x; \omega, c) = p_Z(\Phi(x, c; \omega)) \left| \frac{\partial \Phi(x, c; \omega)}{\partial x} \right|$$

- We can evaluate the model density and construct a likelihood

Train Forward, Generate Backward

- $p_X(x, c; \omega) = p_Z(\Phi(x, c; \omega)) \left| \frac{d(\Phi(x, c; \omega))}{dx} \right|$

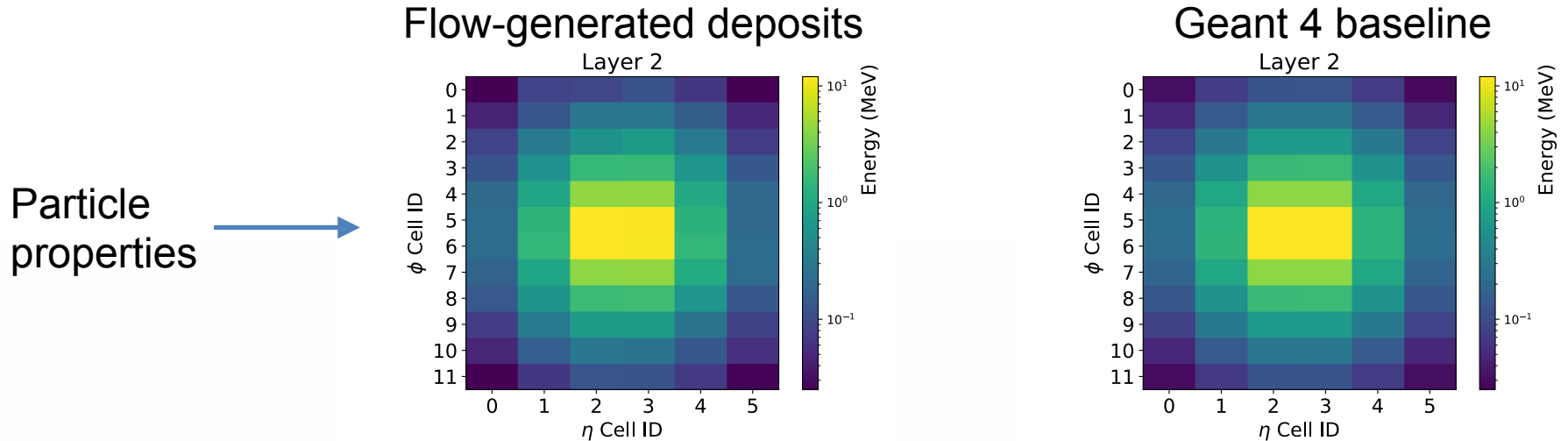
NB: in more dimensions:
det (Jacobian)

- The negative log-likelihood **loss** becomes

$$L = -\frac{1}{N} \sum_i \left[\log p_Z(\Phi(x, c; \omega)) + \log \left| \frac{\partial \Phi(x, c; \omega)}{\partial x} \right| \right]$$



Normalising Flows in Practice



C. Krause, D. Shih, arXiv:2106.05285

- Can be a very natural way to generate certain physics data.
- Direct likelihood objective, provide generally stable training, but constrain architecture/model to be **invertible**, awkward for variable-size particle sets
- **Flows gain an explicit probability density—but pay for it with architectural constraints**

Diffusion Models: Gradual Corruption Path



$x = x_0$

x_1

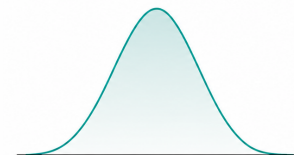
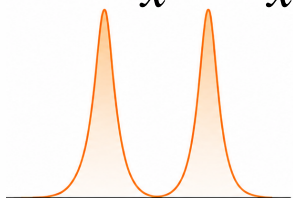
x_2

x_3

x_4

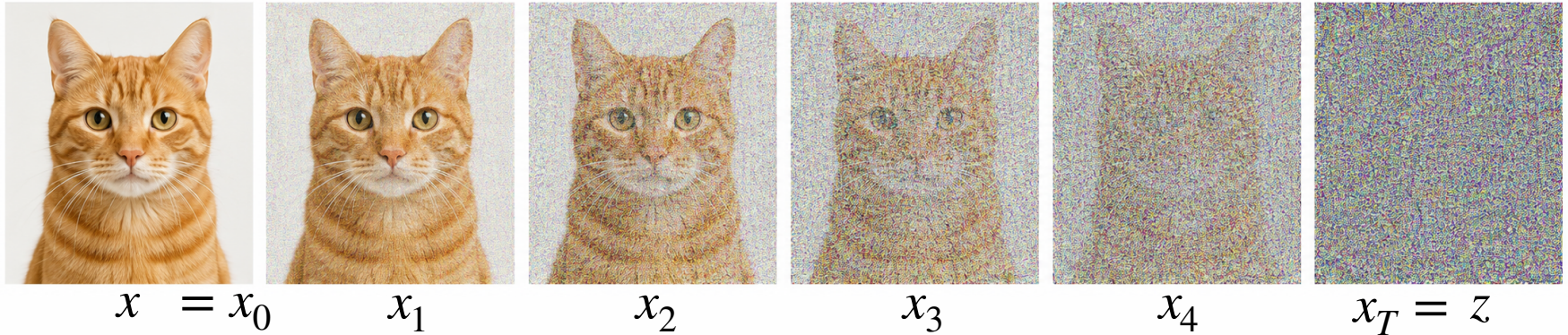


$x_T = z$



- Flow: $z = \Phi(x, c; \omega)$, and invert Φ
- Diffusion prescribes a gradual stochastic corruption path. We no longer need to learn one algebraically invertible transformation.
- Idea: learn to undo that corruption statistically step by step to get $z \rightarrow x'$

Noise Removal, a Supervised Regression Problem



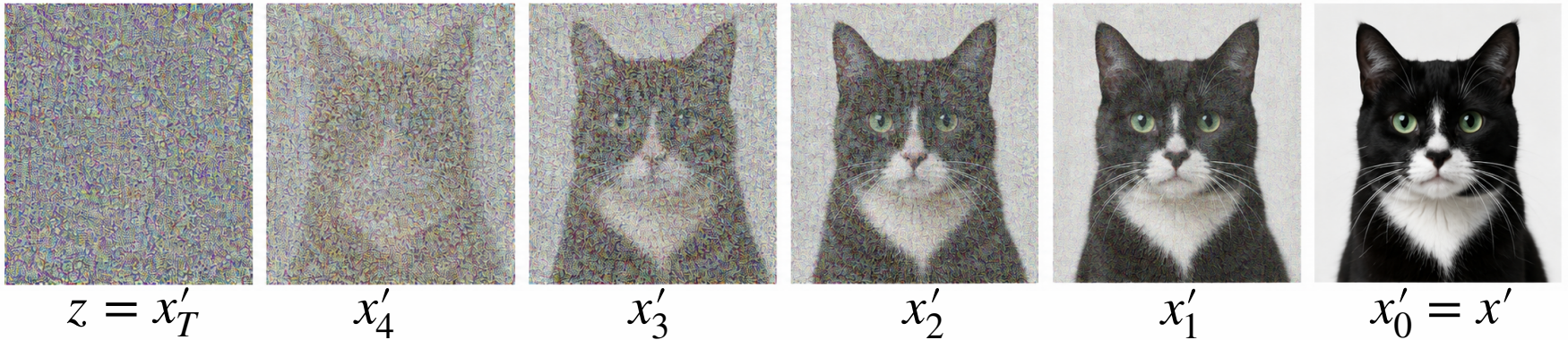
- Make neural network predict total aggregate noise at step t

$$\hat{\epsilon} = \Phi(x_t, t, c; \omega)$$

- We add the noise: we know the amount
- This is a straight-forward supervised regression problem with MSE loss

$$l_{MSE} = (\epsilon - \hat{\epsilon})^2$$

Repeated Regression Predictions Become a Generator



- Add fresh noise for step t
- Evaluate $\hat{e}_t = \Phi(x'_t, t, c; \omega)$,
- Use $\hat{e}_t$ to calculate the denoising update

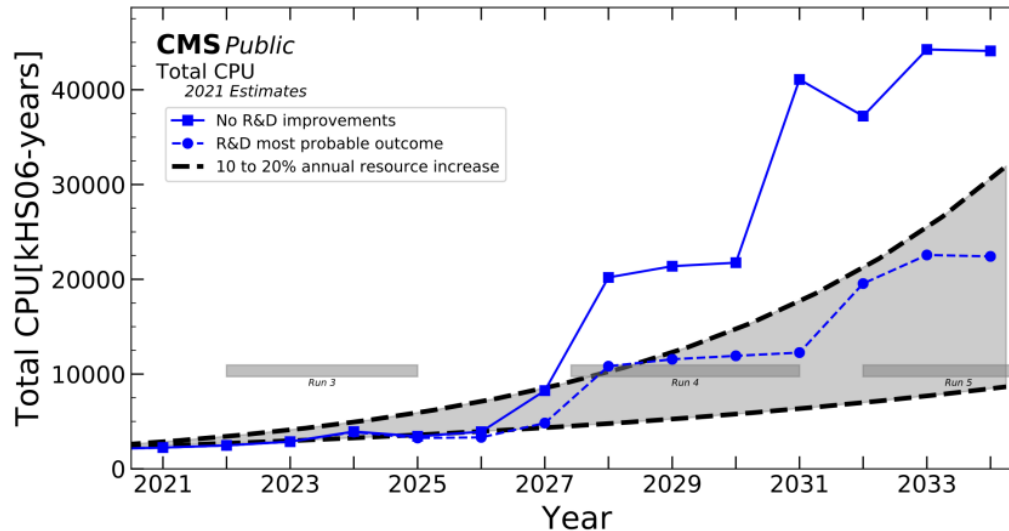
Start at $t = T$, repeat until $t = 1$

NB: there are complex scaling factors involved

- The process suppresses inconsistent noise while reinforcing plausible structure
- No invertible learned network or Jacobian is required.
- Stable: training uses a direct regression loss rather than an adversarial game.
- Slow: Generation requires repeated network evaluations.

Why ML (3): Resources again

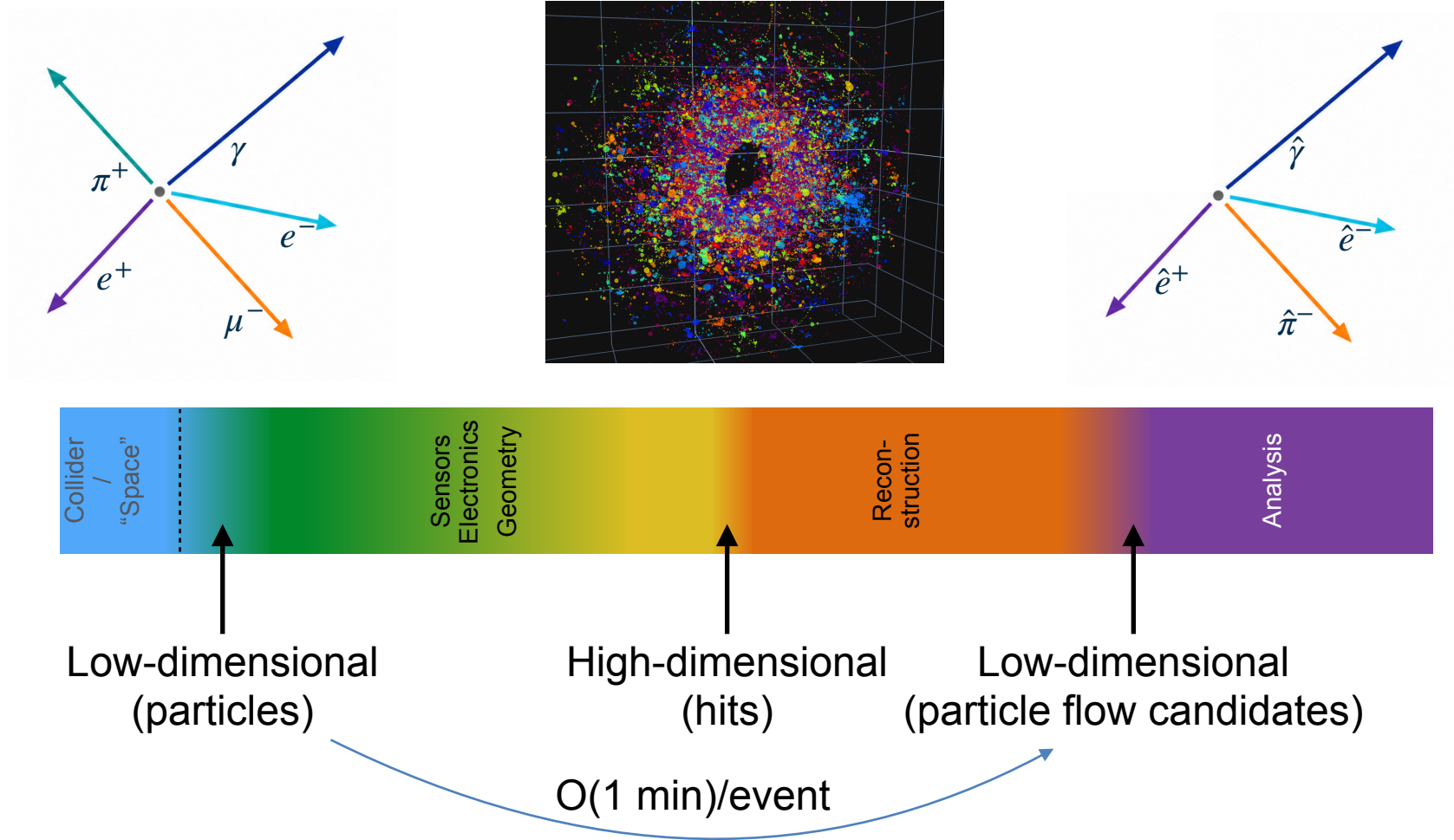
- ML can bring significant gain in physics performance



CMS NOTE -2022/008

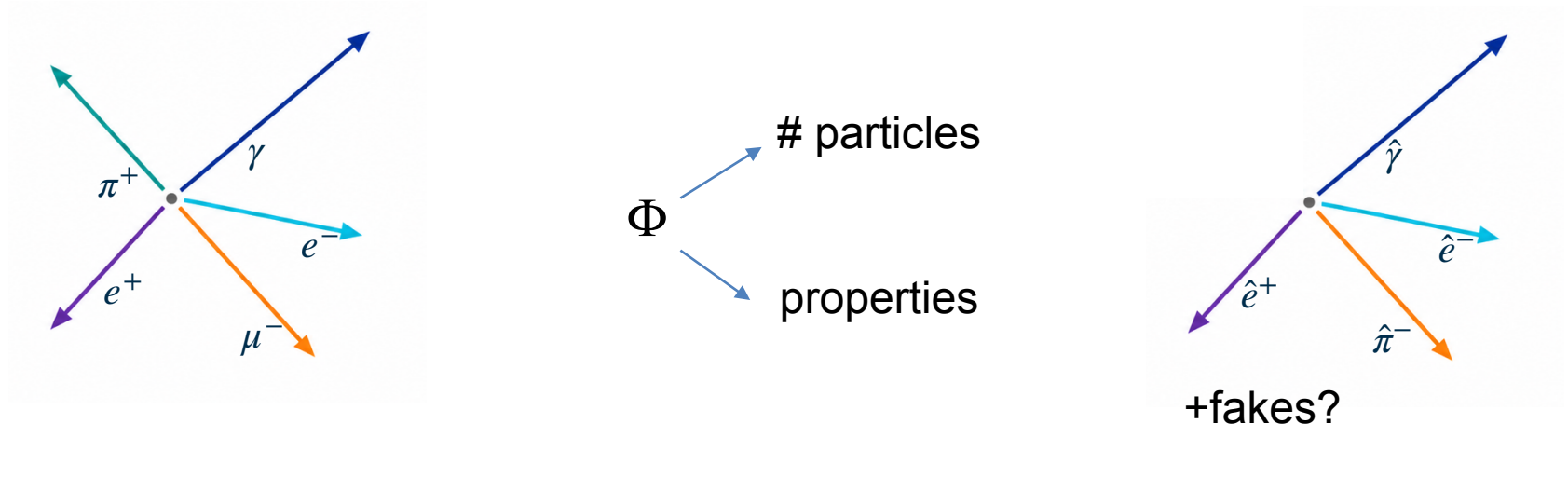
- ML algorithms open the option to lower resource requirements for reconstruction
- **ML algorithms open the option to lower resource requirements for simulation**

Skip the Expensive Part



- We can use fully simulated events to train a “shortcut” neural network to create reconstructed particles from MC-generated particles

Set-to-Set Generative Problem



- Generative NN problem: the same MC-generated event can have very different detector responses

Flow Matching

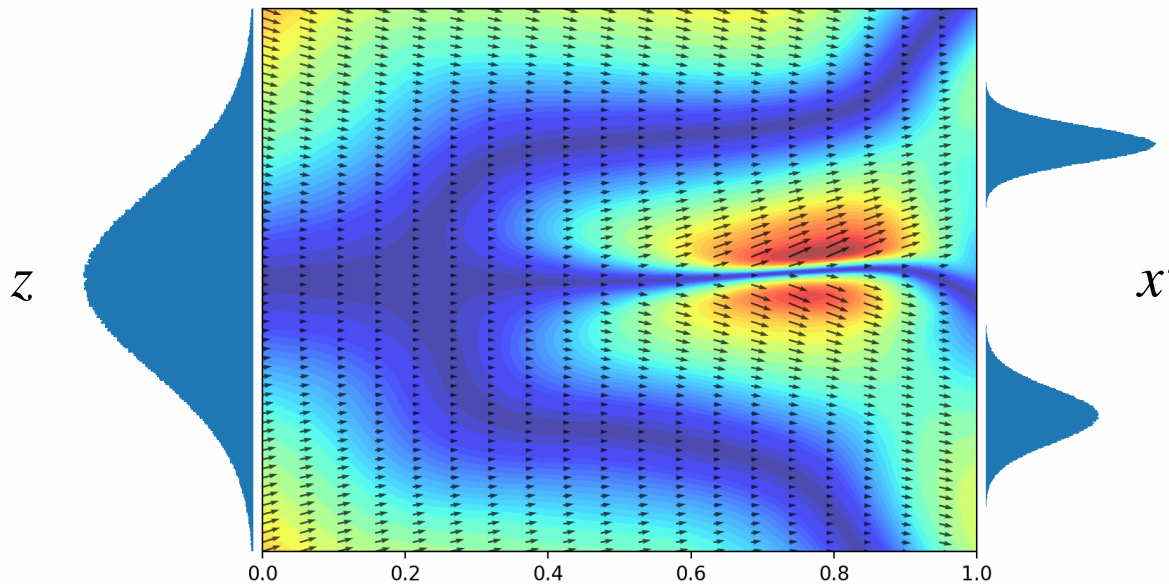
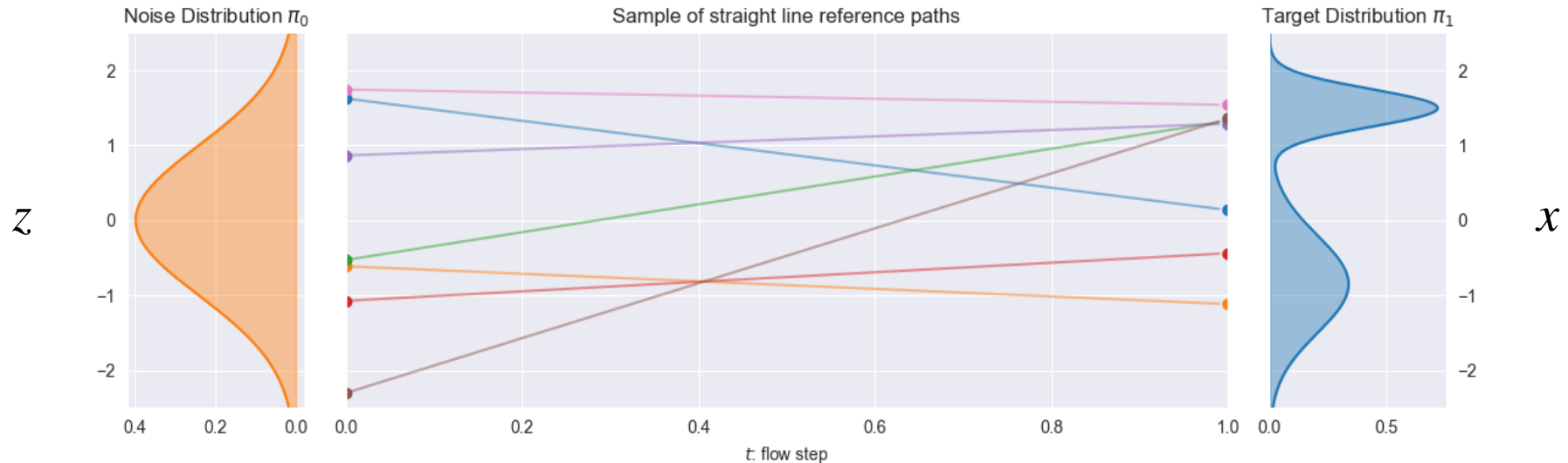


Figure by Dmitrii Kobylianskii

- Normalising Flow: learn one ***explicitly invertible*** map; use its Jacobian to calculate an exact density.
- Diffusion: learn incremental denoising corrections along a stochastic noise path.
- Flow matching: learn incremental transport velocities along a chosen probability path.

Flow Matching Training (Concept)



https://peterroelants.github.io/posts/flow_matching_intro/

- Define linear connections between pairs of sampled points in p_z and in $p_x(x | c)$

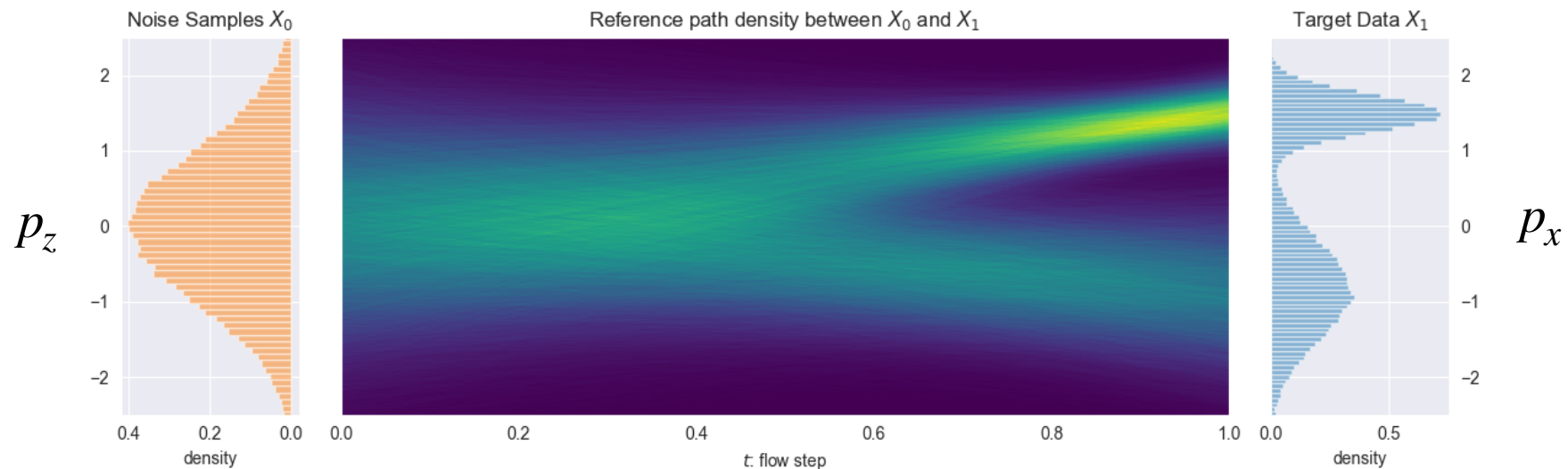
$$x_t = (1 - t)z + tx$$

$$v_t = x - z$$

Draw t

- Learn direction of motion: $\hat{v}_t = \Phi(x_t, t, c; \omega)$
- $l_{FM} = (v_t - \hat{v}_t)^2$

Learning the Whole Intermediate Distribution



https://peterroelants.github.io/posts/flow_matching_intro/

- The regressor will learn the expectation value



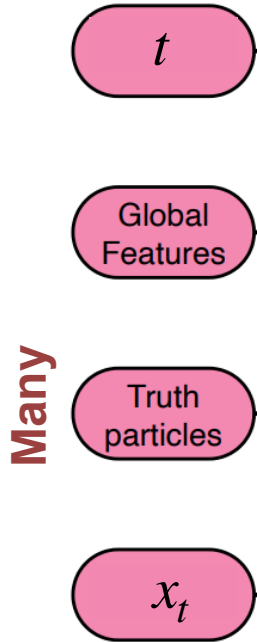
- ➔ Once trained, $\hat{v}_t = \Phi(x_t, t, c; \omega)$ will describe the whole velocity field
- ➔ Generation can approximately follow this field (integrate) in steps from a z to an x'

Parnassus: Event Level Network → How Many?

arXiv:2503.19981

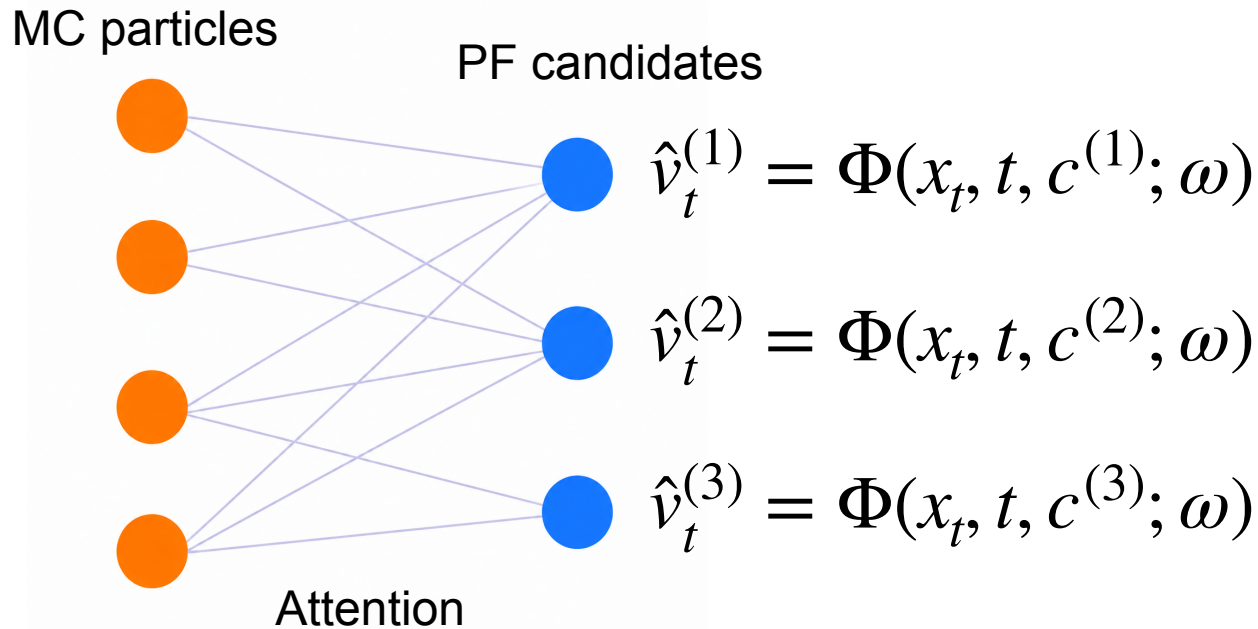
$$\hat{v}_t = \Phi(x_t, t, c; \omega)$$

Figure adapted from Eilam Gross



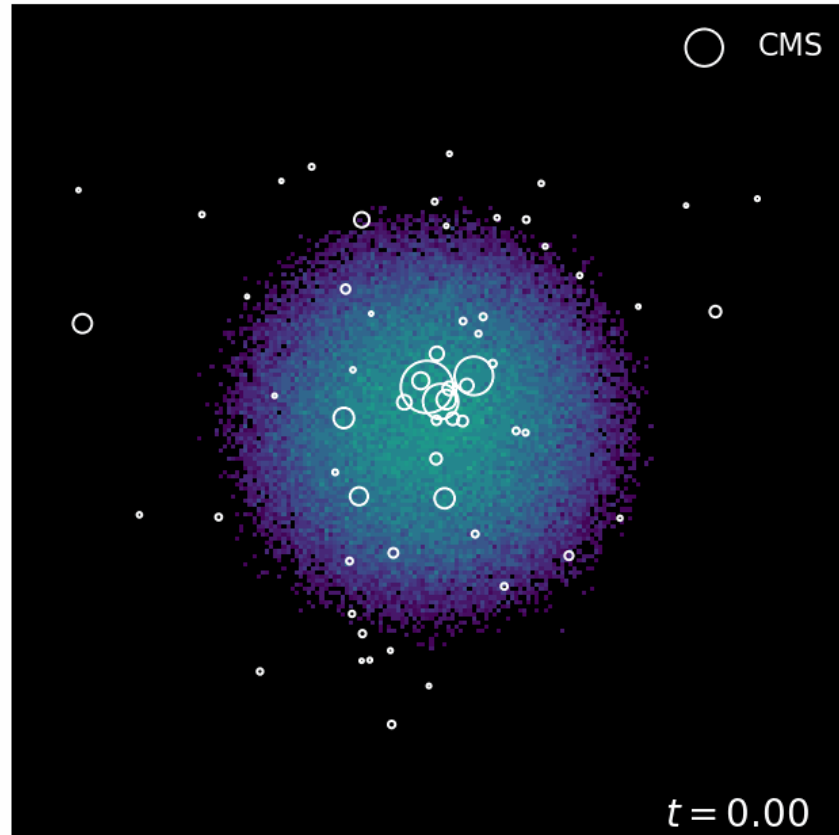
- Event level network generates global event properties and the **number of reconstructed particles**

Particle Property Network



- Graph between truth particles and candidates (and global context) creates an individual velocity vector for the properties of each PF candidate
- Determines the **properties of the PF candidates**

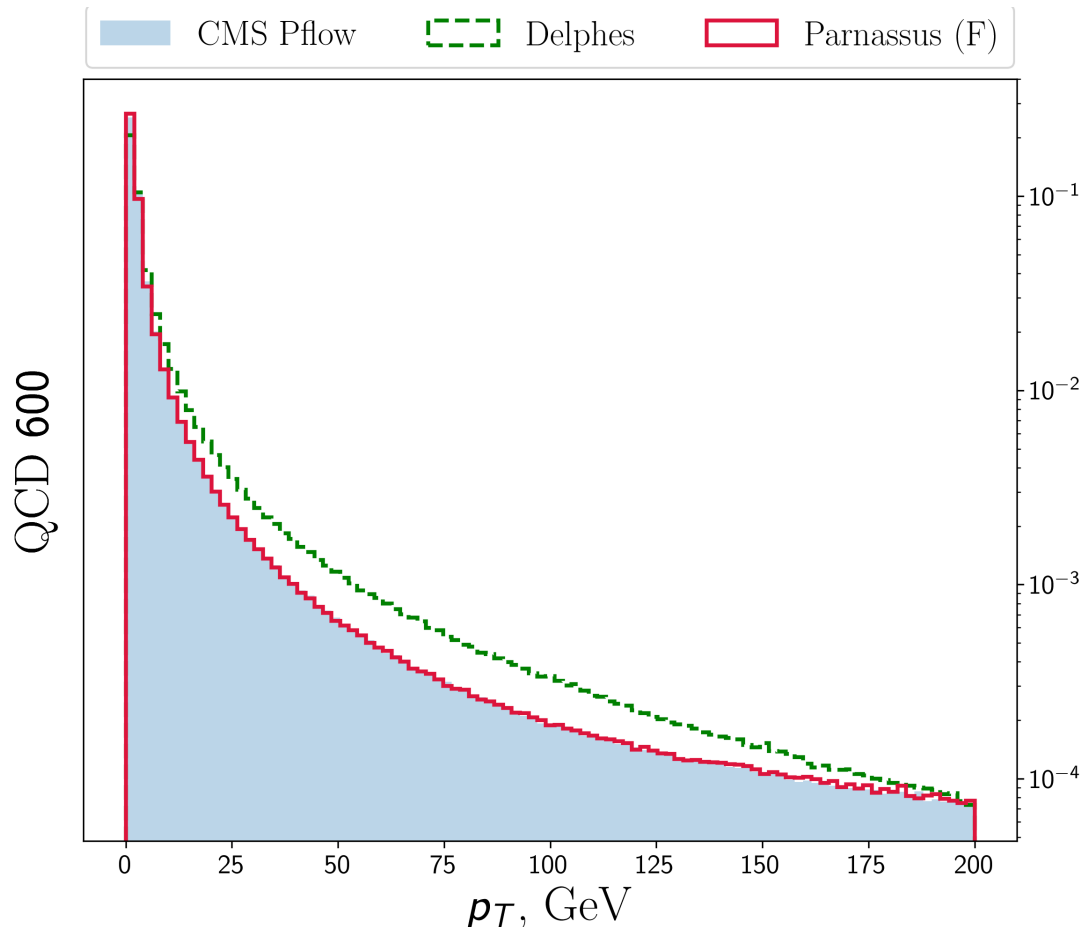
The Flow Matching in Action



Animation by Etienne Dreyer

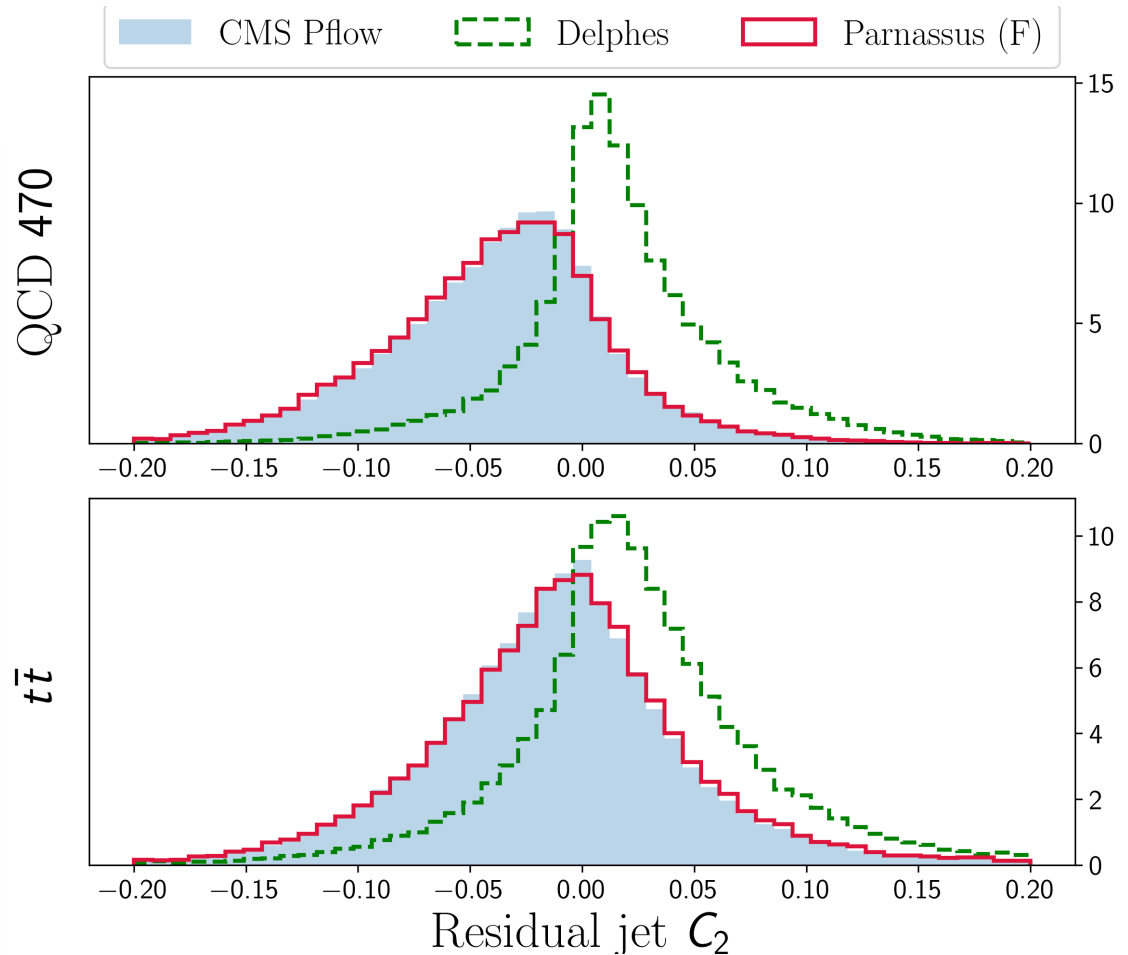
- Parnassus uses 25 integration steps

Particle Level Performance is Convincing

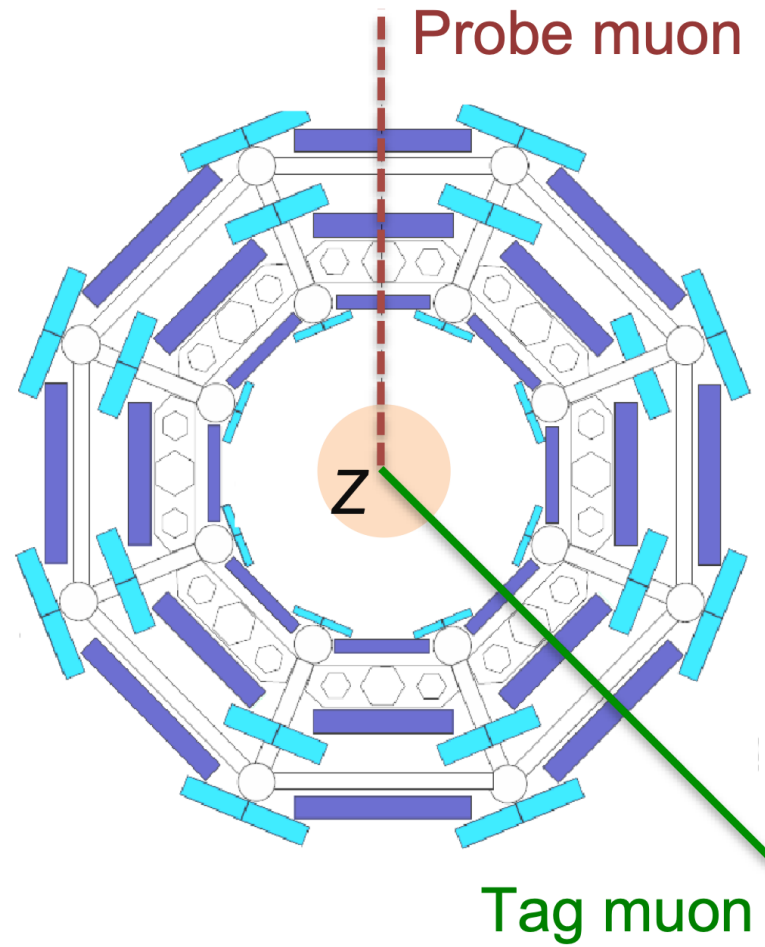


Jet Substructure is a Particularly Sensitive Test

- Very sensitive to the radiation pattern within the jet
- Low $C_2 \rightarrow$ Single Hard Core (q/g jets)
- High $C_2 \rightarrow$ Resolved Substructure ($W \rightarrow qq$)
- Parnassus provides high fidelity fast simulation
20 events / s



Calibration? → !

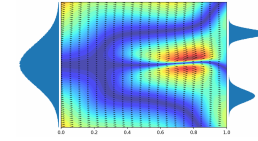
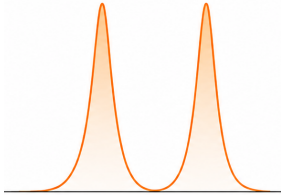


DIY Conclusions



● Real: “ $y = 1$ ”

● Generated: “ $y = 0$ ”



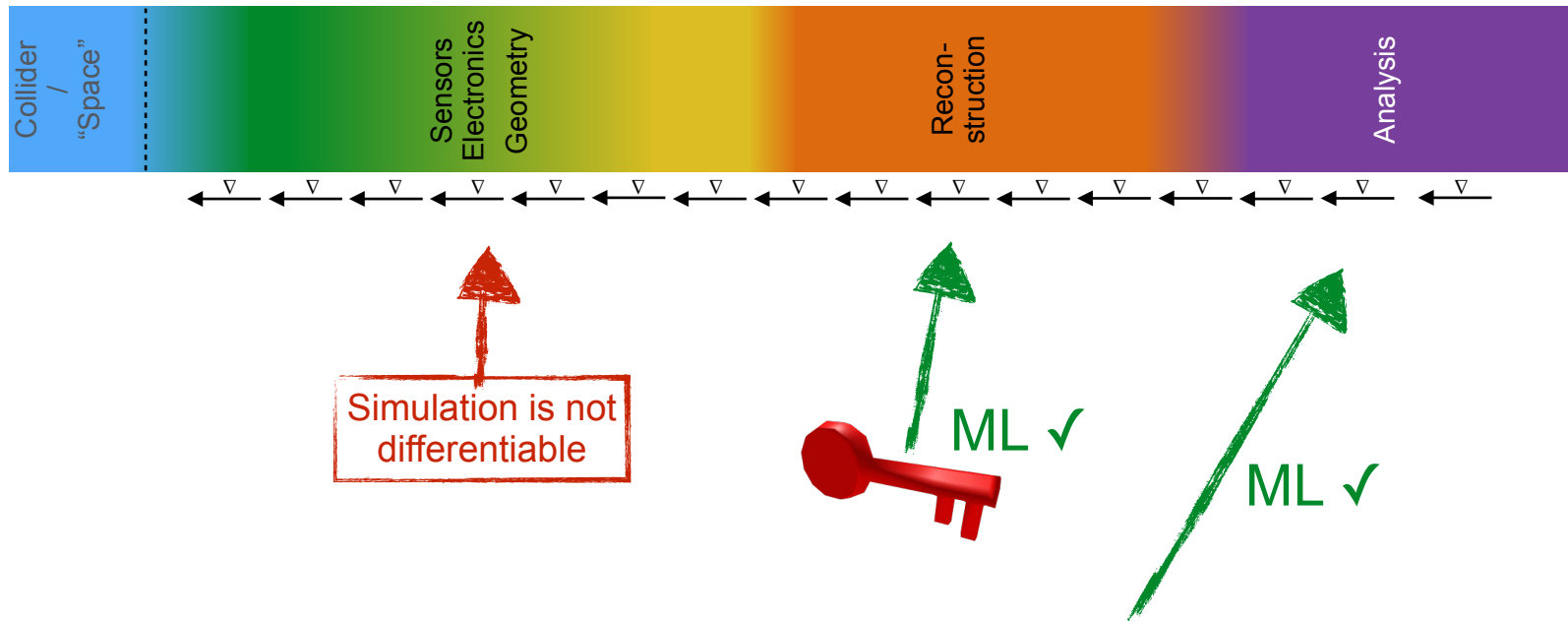
- The average outcome might not be plausible/realistic
- Generative adversarial approaches suppress non-plausible outputs
- Normalising flows provide an invertible function between a random distribution and the desired distribution
- A diffusion model breaks down the inversion into several stochastic steps (invertibility not needed anymore)
- Flow matching: We can map distributions by learning the velocity field through linear mapping
- We can speed up simulation with generative NN a lot; it canals be high fidelity, but more work is needed for ensuring we can calibrate these methods robustly

EXTRA SLIDE(S)

We have put it all Together in Parnassus

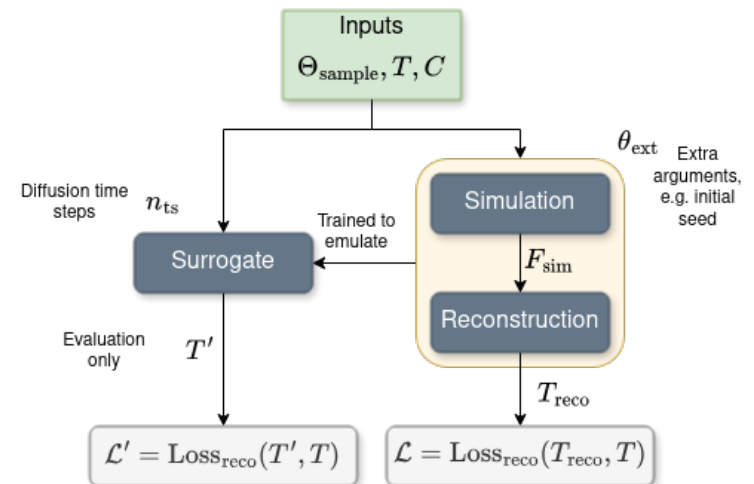
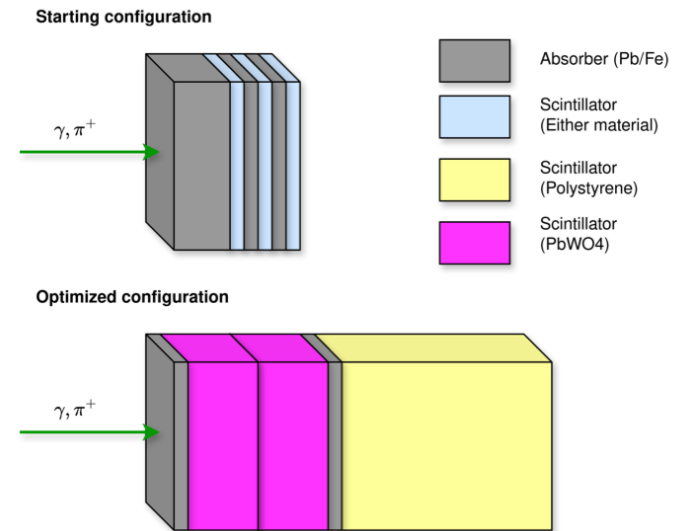
- Flow matching combines ideas from normalising flows and diffusion models
- The architectures use the structure of the input data
- Aggregation functions obey their symmetries
- Graphs with attention create the context to derive the PF candidate properties
- The resulting physics performance is very convincing

A problem with the chain



Diffusion models in physics

- One example: AI driven detector optimisation
- Learn to emulate simulation and reconstruction performance conditioned on detector parameters
- ML model is differentiable: we can extract gradients for the detector parameters and perform gradient descent on a detector design!



K. Schmidt, N. Kota, JK, et al; arXiv:2502.02152